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ISSUE 101



p6

HEY YOU POKÉMON Pikachu!

Talk to Pika on your N64! English language version played to death



p18

WWF NO MERCY p68

Bone crunchin' hints and tips



SIN AND PUNISHMENT

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Quick flick! ▶▶▶ **Fast forward to Pokémon Centre on p82 for all your vital info**

Nintendo 3

Only in this

Nintendo®

OFFICIAL MAGAZINE

Hey You, Pikachu!

✓ English language version ✓ First play ✓ All you need to know

We show you...

- How to talk to Pika
- The Poké Helper
- Pikachu diary
- Ace adventures

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Sin & Punishment

First look at the white hot N64 blaster

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GAME NEWS

✓ New games ✓ First and best

Aliens, Aidyn Chronicles, Mario Party 3, Pokémon Crystal, Rugrats in Paris, Scooby Doo, Star Wars Episode 1 Battle For Naboo, Pokémon Stadium Gold & Silver ▼

NEW FOR GAME BOY COLOR

NEW FOR NINTENDO 64



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mag



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Every new game out this month

Power Rangers page 28

The Power Rangers race back to Planet Nintendo in their biggest ever adventure.



Tigger's Honey Hunt page 32

Join Tigger and his mates on a cartoon quest to find delicious pots of honey. Yum! ▶



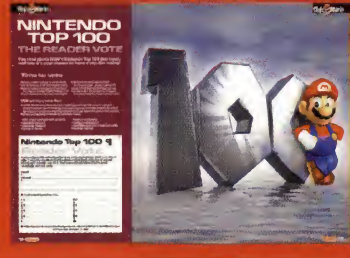
The Awesome Collection page 37

Total Test is dead... long live The Awesome Collection! If you're a Nintendo fan, read about all the stuff you need for the ultimate N64 collection. Awesome! ▶



Nintendo Top 100 The Reader Vote page 78

You read about NOM's Nintendo Top 100 last issue, and now it's your chance to vote... ▶



BLAG FEST

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This compo's bigger than ever!

- Awesome scooters
- Steps dolls
- South Park fridge guards
- WWF Photocards
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GAME GUIDES

Play to win every time

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Check your scores against the best

Mega Challenge page 56



FREE GAME BOY MAGAZINE

First and best

Mr Driller page 2

Puzzle mania comes to your handheld in this underground blast.

Puzzle Challenge page 14

The Poké crew go block building bananas. New shots inside.



Hey You, Pikaachuu!

In September's NOM we had a chat with Pika in broken Japanese. But now he understands English...



Game Info

By: **Nintendo**
 Type: **Virtual pet**
 Release: **To be confirmed**

◀ Say hi to Pikachu, the most famous Pokémon of all. Do you think you can make him your new best friend...?

Do you speak English...?

Hey You, Pikaachuu! is another totally original game from Nintendo, where you have to speak to the world's most popular Pokémon using a special N64 microphone. It sounds crazy, but it really DOES work!

Using the microphone, players must try and make friends with a wild Pikachu from Viridian Forest, under expert

guidance from Professor Oak himself. You'll even get to meet some other famous Pokémon along the way.

If Pikachu grows to trust you, more adventures will open, so you've got to help him solve simple puzzles and beat ace mini games to complete the quest. Anyway, enough of our yakking... let's go and win Pikachu's little yellow heart!



▲ Ain't he the sweetest thing you've ever seen in your life? Treat Pikaachuu with care and affection and he'll love you forever. Bless!



▲ He may be cute, but he's a brute! Say the right thing and you'll get to see Pikaachuu's awesome Thunderbolt in all its glory. Stand back...

Hey You, Pikachu! Big Game



Poké Professor

No Pokémon game would be complete without the kindly Professor Oak, so you'll be glad to hear that the Poké Prof's on hand to give you help and advice.

In the months since Ash set out on his travels, Oak has been working on a new invention, a portable computer which he calls the Poké Helper.

The Helper allows people to communicate with Pokémon, but Oak hasn't had a chance to test it yet. And that's where you come in!

Professor Oak wants you to head off into Pokémon world to try and make friends with wild Pokémon using the Helper for the very first time. Ready to hit the road...?



▲ Oak will appear on the television in your bedroom from time to time to give you help and set tasks.



▲ Even when you're out and about with Pikachu, Professor Oak will give you hints and tips which appear in the dark coloured bar at the top of the screen.

The Voice Recognition Unit

In Japan, the N64 microphone was known as the Voice Recognition System. However, this has been changed for the Western release.

The VRS is now known as the Voice Recognition Unit, or VRU for short, but it works in exactly the same way as before. Much like this, in fact...

The small, grey VRU box plugs into the fourth controller port on the front of your N64, while you can slot the microphone into a special plastic clip which attaches to an N64 controller.

You can then use the controller to move around Pikachu's magical world and play games with the yellow peril. It's magic!



▲ If you offer Pikachu words of encouragement when he's fishing, he might just land a whopper like this huge Tentacool. Nice one, Pika!

▼ If Pika's holding something, tell him to 'throw it' and he'll chuck it away. If he's in a good mood, that is. If he's in a strop, he may decide to not listen to you at all.



Talking to Pikachu

The VRU may be a complicated piece of kit, but it's incredibly easy to use. In fact, talking to Pika couldn't be easier.

Players must use a Nintendo 64 controller and the VRU together to get

their messages across, sending their words to Pikachu inside special Voice Bubbles. When a colourful Voice Bubble hits Pikachu it bursts, allowing your yellow friend to hear all your words of wisdom.



▲ When you're ready to chat to Pikachu, hold **Z** to activate the VRU. A speech bubble with the word 'On' appears at the bottom of the screen.



▲ When you've said your piece, let go of **Z**. Your message travels to Pikachu inside a rainbow coloured Voice Bubble. When it hits Pikachu, the Bubble pops.



▲ The big, red exclamation mark above Pikachu's cute head shows that he's heard your words! It's almost like the yella fella's really real! It's quite scary, actually...

Professor Oak's test

Oak's pretty sure that you're the right person to test the Poké Helper for him but, just to make sure, you have to pass a simple test.

On the first morning, Oak takes you to Viridian Forest Edge, a well

known haunt for wild Pikachus. Look, there's one!

Pikachus are well known as kind hearted creatures, and so this fella's perfect for testing the Helper. Got what it takes to be Pika's Poké mate?



1 When you reach the fringes of Viridian Forest, you'll spot a yellow dot on the horizon. Look, it's Pikachu!



2 Now it's time to use the VRU. If you manage to attract Pika's attention by calling his name, he'll look in your direction.



3 Keep calling Pikachu and he'll eventually run over to greet you. You've almost passed the test already!



4 If bars appear on both sides of the screen, Pika recognises you as a kind person. Test complete, the Helper's yours!

The Poké Helper

Now that you've passed Oak's test, he lends you the Poké Helper. Take a closer look...

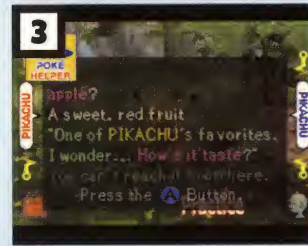
The advantage of the Helper is that it'll give you hints on which words to use. When you see a gloved hand pointing at an item on screen, hit **B** and the Helper will give you a description. If you see words highlighted in pink, try saying those particular phrases to try and get the right reaction from Pika.



1 This is the Poké Helper which Professor Oak lends you in the game. And you must use it to make friends with Pikachu! It looks like a yellow Pokédex.



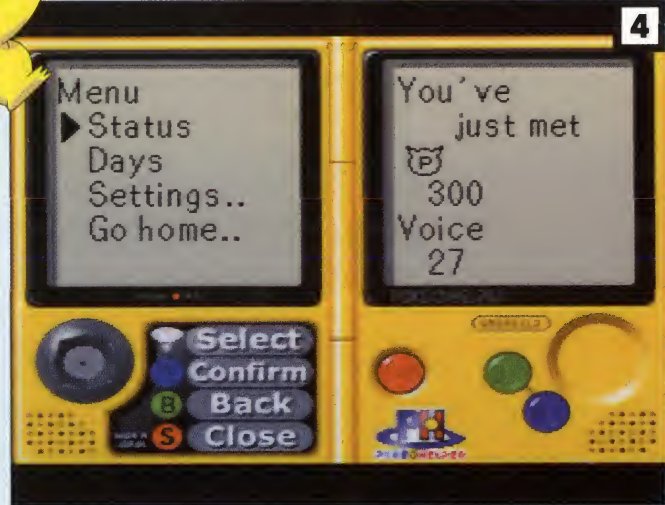
◀ You've got to be bit of a chatterbox if you want to win Pikachu's heart.



◀ Hit **B** and the Poké Helper will give you details on the item, how it can be used and useful words to try saying to Pika.



▼ When exploring with Pikachu, you'll occasionally see a white hand hovering over certain objects.



4 The Poké Helper will give you other data, such as how many times you've spoken to Pikachu and the number of days you've spent with him.

NOM Pikachu Diary

As the tasks in Hey You, Pikachu! are spread over several days, we kept a diary showing how our relationship with Pika blossomed. Look out for other diary entries throughout this Big Game... ▼

DAY ONE

VIRIDIAN FOREST

After passing Oak's test and getting the Poké Helper, we headed back to Viridian Forest the next morning. As luck would have it, we quickly found the same Pikachu we'd been talking to the previous day, sleeping peacefully on a tree trunk.

It was the perfect opportunity to have another stab at making friends with the yellow peril, and he definitely warmed to us this time...



Pikachu woke up. We found the little sweetie sleeping on a tree trunk in Viridian Forest. When we called his name, he woke up! Luckily, he didn't mind...



Pikachu was a little sleepy at first but, after a few kind words, he wandered over to see us. Pikachus are even cuter in real life, you know!



Pikachu wanted to play with the beachball and, when we said 'throw it', he chucked it away! This could be the start of a beautiful friendship...

On the screen

As *Hey You, Pikachu!* is aimed at a younger Nintendo audience, the game screen is packed with useful info to stop players getting confused.

Here are the main things to look for when you're out and about with Pikachu, exploring the wild world of Pokémon. Pay attention or you won't be able to make Pikachu your mate.

Message bar

From time to time, Professor Oak will give you hints on what to do next. Follow his advice and Pikachu will loooooove you! Look for words printed in pink and you'll know exactly what to say when you meet Pikachu.



Speech sign

This bar doesn't appear on the screen all the time. Instead, it only appears when Pikachu actually wants to speak to YOU! Cool, eh...?

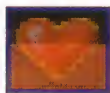


Pikachu icons

A heart in this box represents Pikachu's mood, while lightning means Pika's electric power. The fuller the box, the better for you.



If you want Pikachu to use one of his Electric attacks to solve a puzzle, the Lightning meter should be full.



Not sure if Pikachu likes you or not? If this Heart meter is full, you can be sure that Pika thinks you're great.

Tools of the trade

If you manage to do really well in *Hey You, Pikachu!*, Oak will give you another useful gift which you can use to befriend Pika.

The Toolbox is a protective case for carrying the Poké Helper, and it also features several trays for you to store items and food.

If the situation arises where Pikachu requires an item, remember to take it out of the Toolbox first. You can also store useful items and other treasures you find in the trays provided.



▲ When you make friends with Pikachu, Professor Oak will send a Toolbox directly to your bedroom via PC.



▲ The Toolbox has plenty of storage space for all the stuff you collect, and it also keeps your Poké Helper safe.



◀ Watch out, though! Once Pika discovers that you keep delicious cakes in your Toolbox, he'll Thundershock you to steal it, the fiend!

Microphone icons

This small icon changes depending on how you're using the VRU microphone. Here's what to look for...



The 'On' speech bubble appears when you hit **Z** to switch the mic on.



Yellow noise waves means that your voice is being heard properly.



If the picture of the boy is fuzzy, your voice is too quiet. Speak up!



If the picture's crossed out, it means that the mic can't be used.

DAY TWO

BULBASAU'S PICNIC

Would you believe it! When we woke up the next morning, Pikachu was waiting outside our bedroom window, ready to play some games!

We followed him deep into Ochre Woods, where we heard a young Bulbasaur muttering to itself in the dense forest undergrowth.

When Pika spoke to Bulba, he was invited to a picnic. The only catch was that Pika had to collect the ingredients for Bulbasaur's stew!



Before heading off into the Ochre Woods, Pikachu took careful notes of the various ingredients Bulbasaur needed for his yummy stew.



When Pika found an item, he asked if it was okay to give it to Magnemite. When we said 'sure', the 'mite took the ingredient to Bulbasaur.



However, silly lil' Pihachu foolishly picked up the wrong ingredients! The foul tasting stew Bulbasaur cooked made Pihachu sick!

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What is he thinking...?

Pikachu may be a wild animal, but you can read his emotions like a book by looking at the speech bubbles which appear above his head.

Each of the bubbles conveys a different message, and it's worth keeping an eye on them if you want to get the most from your Poké encounters.



Question mark

If you see a question mark above Pika's head, it means that he doesn't have a clue what you're on about.



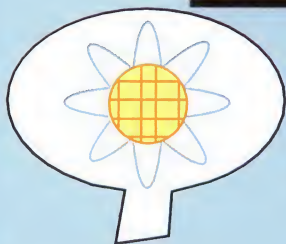
Mixed up

This black squiggle means that Pika is angry or that he doesn't understand you. Say nice words to cheer him up.



Exclamation mark

When you see an exclamation mark it means that Pikachu is listening and that he wants to hear more. Cool!

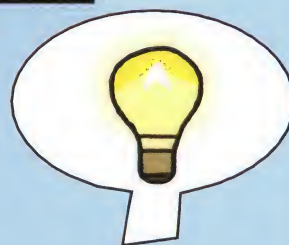


Flower

A pretty bloom means Pikachu understood you, and he actually wants to do what you asked!

Lightbulb

A lightbulb means that Pika's had an idea. Watch him carefully to work out what he wants to do.



DAY THREE

SPRINGLEAF FIELD

On our third day with Pikachu, we discovered that the pesky Pokémon loves strolling through Springleaf Field, a nearby green meadow.

This beautiful park is home to wild Oddishes, and Pikachu likes nothing better than plucking them out of the ground while they sleep.

Pikachu also had fun jumping around the peaceful meadow, and waving to his mate Charmander who also came along for a walk.



It's alive!

Pikachu's the perfect virtual pet, with a strong personality which shines through in all the levels. He really does have a mind of his own!

There are times when you really need Pikachu to do something before the sun sets and the level ends, but he won't listen to you because he's having too much fun on his own!

When he's bored he rolls over and has a nap and, if he's restless waiting for you to do something, Pikachu will run around in circles until he's dizzy and falls over! It's hilarious to watch.

▶ You can talk to Pika as much as you like, but sometimes he seems more interested in looking at the sky. What is he up to...?



▲ If you talk to Pikachu again he'll quickly point upwards, telling you that he's spotted something in the air. What on earth is making him act so weird?



▲ Now Pika's flapping his arms like a bird to try and say what he's looking at. Could he have spotted a Pidgey?



▲ But if Pikachu's moody, he'll turn his back on you. Now you have to be extra kind to win his attention.

Places to visit

One great thing about Hey You, Pikachu! is that you get to visit areas of the Pokémon world that you've never seen before...



Olivine Lake

This miserable, foggy lake is home to Poliwhg and Squirtle, but you may see a ghostly, lost Haunter on your travels.



Viridian Edge

As any Game Boy Trainer will tell you, Viridian Forest is the easiest place to find a wild Pikachu. And it's no different in this game!



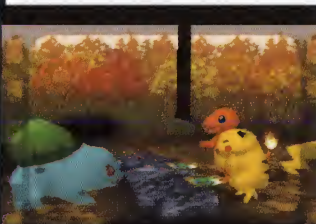
Cobalt Coast

Cobalt Coast is your first stop on the way to Cobalt Island, and you can get to play games with Venusaur before you set off.



Cobalt Island

The only way to get here is to Surf on Lapras, but it's worth it. Pirates buried treasure here, and it's yours for the taking.



Ochre Woods

Many of the plants which grow here are edible, and you have to collect several ingredients for Bulbasaur's delicious stew.



Springleaf Field

When Pikachu's bored, he always comes to this field for a stroll. He enjoys playing with the wild Oddishes who live there.

DAY FOUR

BABYSITTING CATERPIES

The fourth day was a giggle because Pika took us into Viridian to meet another of his mates, Butterfree.

Butterfree had to go away for the day on Poké business, so he asked Pikachu to babysit the baby Caterpies in their forest glade.

But it wasn't much fun for poor old Pika. Baby Caterpies have a habit of getting very hungry, very quickly, and it was up to Pikachu to feed them. And he needed our help...



Butterfree met Pikachu in the morning, and asked our Poké mate to look after the ickle Caterpies. Doesn't sound too hard, does it?



Disaster! When the Caterpies turned blue and jumped up and down, it meant they were hungry. Quick, Pika... find some food for them!



Pikachu Thundershocked a tree and a rosebud dropped to the ground. Luckily, rosebuds are a Caterpie's fave snack. Pika saves the day!

A shocking experience

You'll be glad to hear that Pikachu's Electric attacks play an important part in the game, and that they look awesome.

Pika can unleash three different Electric Type attacks depending on whether you say 'Thunderbolt', 'Thundershock' or 'Thunder'.

In the Cobalt Island level, you have to use different Electric attacks to open treasure chests, depending on what the sign beside them says.

Our fave use of the Thundershock is when Pikachu is camping in Ochre Woods, where he's menaced by a rogue Haunter.



▲ Pika's getting ready to bed down in Wildemess Camp when Haunter appears.

▶ Pika jumps out of his skin! Now quickly use the VRU to shout 'Thunderbolt'.



▲ With a fizzle of electricity, Pikachu unleashes his attack. The Poké Ghost doesn't like being shocked!



▲ Haunter drifts away, leaving Pika to sleep in peace. Goodnight, yella fella. We'll see you again in the morning.

Say the word

The VRU is awesome, but don't expect to have meaningful chats with Pikachu. Instead, the VRU picks up on certain words.

The best words to use are always highlighted by the Poké Helper in pink letters, but you must be careful to speak slowly and pronounce the words properly. No mumbling, or you won't get anywhere!

A good place to show you how words affect Pika's actions is Cobalt Coast, where our hero's playing a game with Venusaur and his cronies.



▲ Down on the golden sands of Cobalt Coast, Pikachu runs into his old, grassy mates Bulbasaur and Venusaur.



▲ Venusaur sets Pikachu a challenge. He has to smash a Poké Ball held by Butterfree with a stick... blindfolded!



▲ Pikachu stumbles blindly forwards. Say 'left' and 'right' to make sure he wanders in the right direction, towards the Poké Ball.



▲ When Pika's in front of the Ball, shout 'stop there'. Say 'swing' to make him hit the Ball and you'll get loads of prizes!

DAY FIVE

GONE FISHING

You probably don't know this, but Pikachu's favourite pastime is fishing! Luckily, he didn't mind having us along for the ride.

We were able to help Pikachu land some whoppers. When a Water Pokémon took his bait, all we had to do was shout 'reel it in'.

For bigger fish such as Goldeen, we also had to cry 'hang in there' to keep Pika's strength up as he tried to land a Poké monster.



Little Pikachu is such a big fishing fan that he had his own rod hidden down by the lakeside! Doesn't he look pleased with himself?



When a Water Type Pokémon took the bait, we shouted 'pull' over and over again to help Pikachu do the business. Hang in there!



With our help, Pika managed to land some awesome Water creatures, including Magikarp, Horsea, Tentacool and Krabby.

Pick 'em up

As you progress through the game, Pikachu gets his paws on many useful items which can be stored in the Toolbox.

Many of these items are required to reach later levels, so make sure you earn all the kit you need to finish the game.



▲ If you do well busting Poké Balls on Cobalt Coast, Venusaur will award Pikachu with a silver harmonica.



▲ With his musical prize in hand, Pikachu scampers to the edge of the beach and plays a gorgeous tune.



▲ Soon, Lapras appears in the surf, ready to take you and Pika on a magical mystery tour.

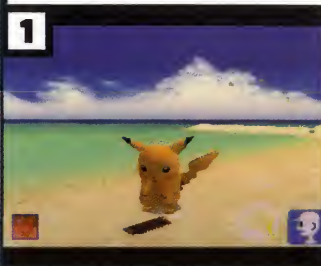
◀ Sitting on Lapras' back to cross the sea, you can spot Cobalt Island in the distance. Time to search for treasure!

Treasure hunt

We didn't get to Cobalt Island in the import version because our Japanese was so poor, but we managed to get there in the English language game. And it's one of the best levels of all.

After riding Lapras across the waves, Pikachu arrives at a desert island with strange items buried in the golden sand. What could they be?

Simply stand beside one of the items and call for Pikachu. When he comes over, he digs around with his little paws to reveal buried treasure!



▲ On the beach, look for chests buried in the sand. When you find one, cry 'over here' until Pika comes to see you.



▲ When he arrives, Pikachu will spot the chest. He digs it out of the sand with his little yellow paws.



◀ A massive signpost always appears beside the locked chest. Say the right word and Pika will unleash his Electric attack.

▼ If you asked him to use the right shock, the chest will pop open. If you're lucky, you'll discover treasure... or some rubbish!



DAY SIX

IT'S COMING HOME

On the sixth day, Pikachu was a naughty boy! He stole our Toolbox and gave all our food to the baby Caterpies! How could he do that?

However, he soon found out who his friends were 'cos, as soon as the Caterpies had scoffed the lot, they wriggled off and left him alone.

Pikachu was very sorry for offending us, and starving too! We took pity on the rogue and invited Pikachu home for tea...



When we asked Pikachu to come home with us for dinner, he was overcome with joy and emotion. Look at him blush!



Pikachu loved our bedroom, and he spent ages running around, looking at all our cool stuff. He was having the time of his life!



Soon, he'd tired himself out and went for a nap on our bed. Cheeky blighter! Where are we going to sleep now? On the floor, we suppose...

At home with Pikachu

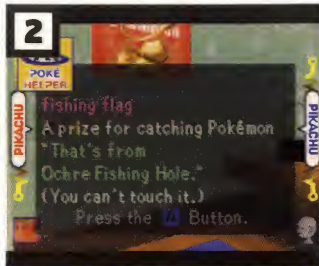
Each of the levels is under a strict time limit and, as soon as the sun goes down, it's time for bed.

Aside from being a place to put your head down, your bedroom is the ideal place to store items and prizes you found on your adventures.

When you befriend Pikachu he comes to live with you, and he sleeps on your bed every night, curled up in a little ball. What a sweetie!



▲ Move around your bedroom using the 3D Stick and you'll see all the stuff you collected on your travels. You can put items in your Toolbox to take with you.



▲ If the white, gloved hand highlights an item in the bedroom, just press **[A]** and it'll remind you what you won it for. You'll get loads of stuff as you explore.



▲ Careful, though. When Pikachu comes to live with you, he loves poking through your stuff. Don't leave anything valuable lying around or he might nick it!

Pokémon everywhere!

As you travel around the world with Pikachu, you get to meet many other Pokémon from the Game Boy adventure.

Charmander is Pikachu's mate, and you'll see him waving at you in Springleaf Field and chowing down at Bulbasaur's picnic.

Magnemites are found in Viridian Forest, along with Butterfree and Caterpie, and you'll see Slowpoke relaxing on the beach in Cobalt Island.

When you make it to Olivine Lake, you'll get to meet Poliwhags and Squirtle.



▲ In Olivine Lake, you have to round up the lost Poliwhags and return them to Poliwhirl. However, they're scared of humans...



▲ Shout to Pikachu to make sure he sticks close to you because the Poliwhags don't fear him. Pika helps lead the 'wags to safety.

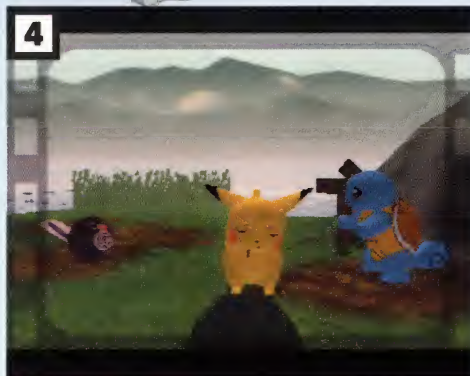
▼ If you didn't manage to find all the 'wags, Pikachu looks upset. But Squirtle says he'll find the others.

UK release STILL unconfirmed

Unfortunately, Hey You, Pikachu! STILL hasn't been confirmed for a UK release. This DOESN'T mean that it won't happen, but we have no more details at present. We did find that Pikachu has trouble understanding regional accents, and that's Dave's Irish tones confused the lil' cutie. This is a serious problem, and it may mean that Pikachu's game never appears on British shores. Shame!



▲ At the far end of Olivine Lake, you'll find Squirtle in his hut. He'll tell you if you found all the Poliwhags or not.



We think...

Hey You, Pikachu! is a game for younger Nintendoids. The levels are simple, and older players will complete the game in hours. But **Hey You!** is still a charming and innovative game which no Poké fan will want to be without.



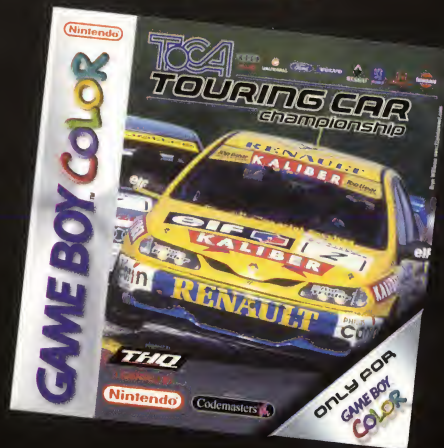
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Sin and Punishment

Successor to the Earth

Rockin' explosions, insane blasting and all in the name of N64 excitement. Let's dish out some pain...

Game Info

By: **Nintendo**
Type: **Shoot 'em up**
Release: **TBA**

▶ Say a big hello to the stars of Sin and Punishment, Saki Amamiya and Airan Jo. They are two of the hottest N64 babes, ever. Miaow!



Rock your world

If ever there was a game worth cranking up the volume and gluing your trigger finger to the controller, this is it.

Sin and Punishment offers a rollercoaster ride of unrivalled blasting, futuristic bosses and graphics to leave you dribbling for more.

You can keep your cutesy platformers. Your N64 collection is gonna get a total make over.



▲ Don't you move, punk! Sin and Punishment stars some well cool lassies who are on a mission to save their hides. You wouldn't want to meet them down a dark alley.
◀ You'd better not wet your pants in the heat of battle, 'cos the bosses are huge.



Down in Tokyo

The world of tomorrow is a strange place indeed. Cities are overcrowded and food is becoming scarce.

In an attempt to control food distribution, a race of creatures called Ruffians is created and housed in a giant ranch.

But one day they mutated and began taking over northern Japan. With cities being evacuated, a band of troops is sent in to restore order.

Soon the forces turn against innocent folk and, in a last bid to stop the Ruffians, a group of vixens have taken matters into their own hands.



1 The game begins down in Tokyo where the platoon of rebel soldiers has just slain a group of innocent people.



2 Suddenly, up on the rooftops, a giant Ruffian's scream is heard across the city, accompanied by swarms of flying beasts.



3 There's no time to waste! The race is on to blast your way past the hordes of Ruffians and get out of the metropolis.



4 Your shooting skills need to be red hot to stay alive, so lock on and send them packing with a volley of bullets.

The sassy squad

After the failure of the sharp shooting troops, it's your objective to stop the Ruffians and make your way out of the city.

There are three main characters in the game and they travel round the levels together, so you'll get the chance to play as them all.

Each one looks like a foxy chick straight out of a Japanese Manga film. Let's go and take a closer look at the gang. Hubba hubba...



Saki Amamiya

This lady is the game's main character. After getting wounded by Ruffians and being saved by Achi, she uses weapons left by police to lead the team into battle.



Achi

This 13 year old is the group leader and is also known as She. It's not known where she came from, but this tough talking girl is on a mission to get out of Tokyo... and fast!



Airan Jo

The oldest of the trio at 15, Airan was saved from rioters by Saki. Airan Jo is a rescue team leader as well as a know it all when it comes to hi tech machines. Swot!

In the classroom

For an awesome arcade style shoot 'em up in your very own bedroom, Sin and Punishment is nothing short of spectacular.

But before setting out on your rip roaring quest, there's a top Tutorial mode you need to get to grips with first.

Here you can practise the game's controls while learning the more tricky moves like rolling, strafing and jumping.

You'll even get to try your luck at a spinning wheel and see if you can use pinpoint accuracy to hit the jackpot for a mountain of points.



▲ In this strange hologram room, you'll need to be the William Tell of the future and shoot the apple off his head. Don't shoot the person or you'll lose points.



▲ To prove your worthiness, you need to steady your aim and blast a red segment with one shot. No pressure!



▲ As you run through the room, pillars appear at random, so be quick to sidestep them and stay alive.

Get blastin'

Sin and Punishment is fit to burst with hardcore blasting to sink your teeth into.

But it's not all about squeezing the trigger. There are other controls you'll need to master.

Left handers are in for a treat, too, 'cos you can use the D Pad instead of the C Buttons to strafe, making the controls a whole lot easier...



A Button

You've got two types of gun sight and, by hitting this, you'll change from free roaming to lock on.



B Button

If you're having trouble and need to dodge enemy fire, press this button to have you leaping into the air.



Z Trigger

Squeeze the trigger and watch those Ruffians scream in pain as your ammo cuts them down. Have it!



3D Stick

This controls your sight. You can even chose to reverse its movement, so pushing moves it down and vice versa.

What you see

Sin and Punishment is one of the most furious blasters ever, so you'd be forgiven if you can't remember all the info on screen.

But don't worry. We've blasted our way right through the game, so here's the full lowdown on what you'll see...



Life

Every time you get hit, your health meter tumbles. Pick up Life pods when in trouble or your warrior will bite the dust.

Time

You're always against the clock. The quicker you finish each stage the more points you get. Grab Time pods for extra seconds.

Score

By taking out different baddies you'll get a certain number of points. Sharp shooters can even save their high scores, too. Bonza!

Gun sight

You'll need to keep an eye on your gun's target at all times and move it round to lock on the swarms of Ruffian baddies.

Your character

The camera always stays in a locked position behind the gun slinger you control, giving you an excellent view of who to blast.

Enemy health

Whenever you meet a giant boss, another meter appears at the bottom of the screen. Reduce it to zero to send them to the grave.

On the move

There have been some amazing shoot 'em ups on the N64, and this one plays a lot like the intergalactic blaster, *Lylat Wars*.

Like Fox McCloud's quest, *Sin and Punishment* sees you moving through a 3D world, stopping at certain times to face giant bosses.

When you stop you can't defend by moving backwards. Only strafing and jumping are open to you, so make each shot count.



▲ The only time you'll stop moving in *Sin and Punishment* is to face a boss, but even then you won't get a breather.



▲ With enemy fire coming at you from all angles, you can only defend by strafing.



▲ To give you a better shot, you can strafe to blast soldiers from their flying ships. That's got him where it hurts.



▲ At some points, you'll be on the move and the only way to change your run is to sidestep. Grab those goodies!

Line of sight

As the game is set far off in the future, Saki and the rest of the girly gang have an amazing piece of firepower at their disposal. As well as being a blaster, it turns into a blade for close combat.

Not only that, but with so many beasts to kill, there are two different kinds of gun sights you can select at the touch of a button.

The default setting gives you the chance to aim wherever you want and fire at will, but hit **A** and you can change the sight.

Using the new purple target you'll lock on beasts when the sight moves over them. It's also dead handy when you've got a boss to kill.



▲ You'll start your amazing Tokyo adventure with a red gun sight which doesn't lock on Ruffian baddies.



▲ If you want to aim for a specific enemy target, just hit **A** to switch to the purple gun sight. That's better!



▲ When you're faced with swarms of Ruffian baddies all at once, change back to the default setting and fire at will. Those flying beasts are going down!

Master moves

In addition to holding the trigger, you'll need to get out of the way when enemy fire is coming straight for you.

Ruffians will blast anything your way, from giant warheads to simple gunfire, so be you'll need to be ready to shift your butt.

There are some mint moves you can perform to outwit the gory beasts and you'll need to be lightning quick to get moving.

So without further ado, let's get down to the battlefield and check out the full lowdown... CHAAAARRRRGE!



Strafe

If you want a better view of the enemy or need to dodge Ruffian fire pretty sharpish, hit **C** or **B** to side step like a pro.



Roll

If there's a missile's aiming straight for your face and you can't stand up, get out of the way with a cheeky roll. Not so lucky, sucker!



Jump

Baddies attack from all sides and if their fire is coming in low, hit **C** or **B** twice to double jump. Time it well and bullets will fly past you.

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Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call.

Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 28th February 2001 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. InfoMedia may use data, received in your call, to make offers to you. If you DO NOT wish this, call 08700 101598. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to: [fanz.co.uk](http://www.fanz.co.uk) InfoMedia Services Ltd., PO Box 28 Northampton NN1 5DS. Helpline: 08700 101599 Winners Line 08700 101597.

Army of beasts

There are literally hundreds of Ruffians and rebel soldiers to maim and kill in Sin and Punishment.

When you let rip, you'll get a point for every kill or explosion and this appears on screen. You'll also get a running total as you advance.

As long as you don't die, this total will continue and for every 100 hits you'll get an extra life to aid you in your quest. Nice one!



▲ Each time you kill a Ruffian goon, the number of enemies you've killed appears.



▲ The more mutant beasts you take out the higher your score will soar. Blimey, now you're cooking! You've taken down 82 Ruffians. Time to get the ton...

Bat it back

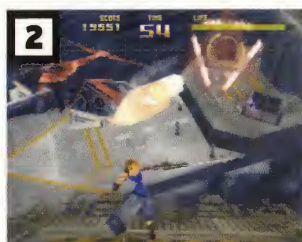
We love Star Wars here at NOM and one of the best features in this gun fest is to turn your gun into a light sabre.

As meaty missiles rain down on you from all over the shop, simply double tap the **Z** Trigger to bat them back where they came from.

Now just sit back and laugh like a madman as it sails straight into their laps and rips 'em into a squillion pieces. Take that!



▲ Lock on the enemy target you want to take out below and wait for their missile to soar towards you.



▲ Just before the warhead hits you, double tap **Z** to smash it straight back at them. Pete Sampras would be proud!



▲ The massive gun explodes in a scorching ball of flames. That won't trouble you now, sharp shooter.



▲ Tokyo is swarming with hideously mutated animals that you've got to destroy.

Ruffian bosses

The N64's seen some amazing bosses, but wait until you see the nasties waiting for you in this corker!

At certain points during the game you'll come face to face with some

fantastic

panth filling end of level bosses that are truly mind blowing. All of them will make you poo your pants and you'll have to fight in close combat or blast 'em with a hail of red hot lead to survive...



Crawfish Seemer

After blasting off, this wall crawling sucker will turn into a giant fish. You've gotta race along behind it, leaping over bottomless pits and dodging walls to send this scum to its doom.



Kachun

Sweat will be pouring off you when you confront this nutter. Using its monstrous arms, Kachun will rain attacks down onto you. Get ready to dodge and jump at the right times.



Radan

One of the earliest Ruffian mutants is this giant creature. You'll need to get in close and slice it with your blade, while dodging its fire. Knock Radan off the side of the platform to kill him.



Pick 'em up

Blasting everything in sight is just a pure adrenaline rush and you won't want to remove your finger from the trigger for a single moment.

To keep you in the game, baddies will drop some ace pick up pods which help, and hinder you, in your bid to get out of the city.

There are five useful goodies to collect as you progress, so let's take a closer look at each one...



▲ **Life** When you're nearly at death's door, grab any Life pods that fall at your feet to top up your health meter.



▲ **Time** You're up against the clock and the more time you have left at the end of a stage, the more points you get, so be sure to keep on the look out.



▲ **Points** These pods hold different amounts of points and will send your score blasting into the stratosphere if you grab a whole load.



▲ **Target Bonus** These targets appear at certain stages in the game. Blow them up to get 50,000 juicy points each time. Nice shootin'!



▲ **Danger** Don't go near these poisonous pods. They are mini cocktails of explosives that blow up after a few seconds, so stand well back.

Sizzling sequence

The world of the future looks extraordinary in this scintillating game and one of the best levels takes place out on the ocean waves where a giant rebel fleet is ready for the taking.

You'll be blasted up into the air from inside a huge aircraft carrier. It's your mission to take on a massive rebel fleet by seeing off gun ships, squadrons of planes and giant anti aircraft guns on deck.

This stage is easily one of the hottest shoot 'em ups we've seen on the N64 in ages and certainly gives games like Lylat Wars a run for their money as you swoop, climb and skim across the waves.

You won't believe your eyes with this top level, so let's go for a ride...



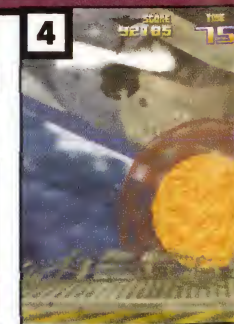
▲ High above the ocean waves, you'll swoop and dive as you dogfight jet aircraft.



▲ The speed is sensational as you scream across the tops of the waves. Take those suckers down!



▲ Suddenly you're sent soaring and have to take out the giant guns on the carrier's deck.



▲ By now, your heart is racing back the nukes as rock music

Play it again

If you're good enough to complete a level in the game, there's a cool option awaiting all you sharp shooters.

Finish a level and you can replay them again by selecting the main menu option and hone your Ruffian destroying skills to the max.

Not only that, but you and your mates can try beating each others' scores to see who is the best gun slinger in town.



▲ Only the very best sharp shooters will be good enough to reach the later levels. Take that, evil machine!



▲ You'll be able to relive all those amazing boss battles and improve your score.



▲ Every time you complete a stage you'll be able to drop back in for a quick blast.

Two on the go

Instead of a multiplayer battle arena as seen in the likes of Perfect Dark, Sin and Punishment offers something different.

In addition to the one player quest, you and a chum can join up against the Ruffian forces in a top Cooperative mode.



▲ There are no death matches, but Cooperative mode is a welcome addition to the one player blasterthon. Just make sure you don't have too many arguments.

While one of you takes control of the character, the other gamer's job is to move the gun sight in line with the enemy.

Just make sure that both of you are up to the job, 'cos there could be some serious squabbles if the Ruffians whip your ass!



▲ With one of you controlling the sight and other the gunfire, you'll need brilliant teamwork to complete the game. Ready... aim... FIRE!

Boom shake the room

One of the Big N's best inventions is the Rumble Pak, and no blaster would be complete without slamming one into your controller.

From the smaller rumbles of gunfire in close up battles to the earth shattering explosions when you face the game's end of level bosses, Sin and Punishment just feels incredible in the palm of your hands.

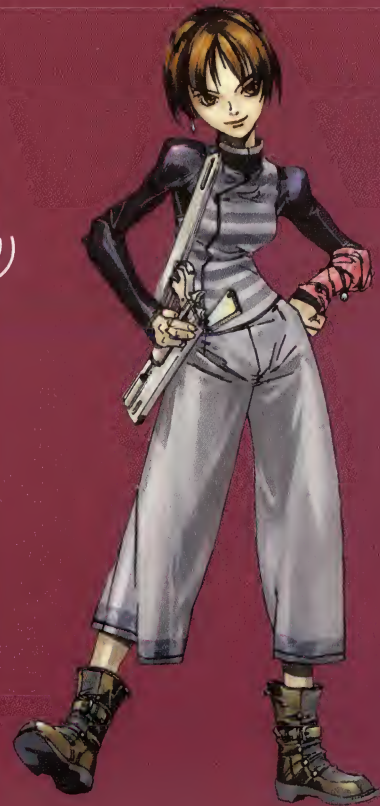
You'll need to keep a tight grip on your joypad at all times 'cos it'll start going berserk when loads happens on screen.



▲ Pepper your foes with gunfire and your Rumble Pak will start to shake a little.



▲ As soon as you send a boss to its doom your Rumble Pak will go mental. Better stand well clear, Nintendoids!



▲ Airan Jo's threads of the future are dead classy. Don't mess with this renegade girl, she means business.



and you'll be battling screams in your ears.



▲ Next up is a high speed chase across the water, battling speedboats and dodging exploding mines.



▲ You'll even defy gravity as you turn upside down and blast away at the sailor on the ship.

We think...

With more explosions than a million dollar Hollywood flick, this is amazing. There's no word on a UK release yet, but keep your fingers crossed. We want it now!

New Game Reviews

✓ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

- 0-44** Real rubbish
- 45-64** Still not worth playing
- 65-79** Nothing too special
- 80-89** Pretty good, but not exactly great
- 90-100** Amazing game you must play!

Awesome

Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.



NINTENDO 64

Power Rangers Lightspeed Rescue p28
Better get ready for the fight of your life against some huge metal monsters 'cos the Power Rangers are go!

Tigger's Honey Hunt p32 ▶
If you go down to the woods today, you're in for a big surprise. It's Tigger, and he's bouncing onto Planet Nintendo. Boiiing!



Get ready for manic mighty morphin' action as the Rangers fight all the forces of nature in a fab action adventure.

Power Rangers Lightspeed Rescue

Game Info

Price: **£24.99**
Release: **Out Now**

WE SAID → "Power Rangers to the rescue! Lightspeed Rescue is not the most beautiful game in the world but, if it plays well, we won't mind."

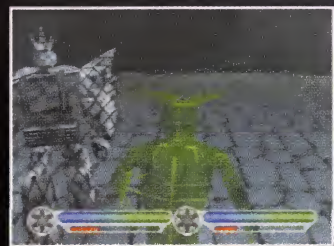
Rangers to the rescue

It's morphin' time! The evil Diabolico has his wicked heart set on destroying Mariner Bay and only the multi coloured Rangers can stop him. From the top secret Lightspeed Aquabase, the brave fighters are given their mission briefing, to stop Diabolico

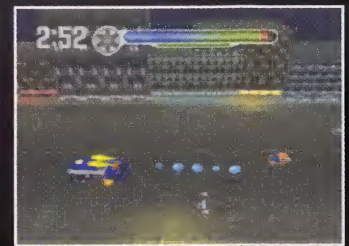
dead in his tracks at all costs. On your side you've got big vans, hover jets, morphing abilities and power ups galore. But nasty old Diabolico has massive metal monsters and even the weather under his command. Oh no! Looks like it'll be a tough fight...



▲ The fighting takes place on foot and in vehicles. You'll even get to control huge robots before you finally save the world!



▲ As you play through the single player game, you get to unlock fighters for some awesome two player battles.



▲ The enemy will blast you from all sides, so it's a good idea to keep moving and shooting until they drop like flies.



◀ Meet your team of Lightspeed super heroes. Each coloured Ranger has different skills at their disposal.

Crazy comic book look

Lightspeed Rescue is presented like an action packed comic book, and the story is told using cartoon captions and simple animations.

It looks great and is way cooler than the dodgy acting in the TV show. You can even view the comic book sequences straight from the title screen and follow the story as you finish new stages and get closer to the exciting finale.

▶ The comic book style briefing screen tells you which area you're going to be exploring. It also lets you know what goons to be on the lookout for. Handy!



▲ Who's this mysterious Ranger? You'll have to collect all the Titanium coins to find out.



▲ Quick! The city's protective bubble has been damaged by Diabolico. Get to it, Rangers!

Hover bother

In Lightspeed Rescue, you get to take to the skies in fab airborne rescues, thanks to Green Ranger's awesome hover jet. There are loads of different challenges, but most involve saving people and objects from the streets of Mariner Bay.

Flying around through 360° can be a bit tricky at first, so the early levels are designed to be simple, helping you to get the hang of flying your craft. But you'll need to keep your wits about you if you want to save the day, 'cos those nasty enemy fighters will hurt you bad if you give them the chance.



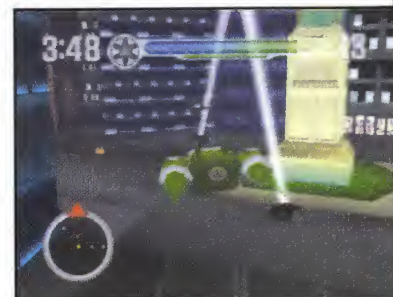
▲ On one flying level you have to seek out and beam up all the crates to help restore the city's energy shield, so keep an eye on your radar.



▲ The graphics aren't beautiful but at least they're fairly varied. This park could be hiding essential items, so go and check it out.



▲ Make sure you're trigger happy when zooming about Mariner Bay in your jet. Just try not to crash into enemy fighters. Ouch!



▲ These searchlights are very pretty and help you locate any hidden nasties. Always be poised and ready to blast them out of the sky.

Get your trainers on

Your adventure throws up loads of wicked challenges and plenty of different ways to play as you make your way through the game.

You'll be driving a massive fire engine on one level, then racing around on foot the next. The action is split over three chapters and each one starts with a training section.

But by far the trickiest levels are the on foot missions, where you have to race through parks, forests and even spooky caves. Use the radar and you'll have no problems.



▲ When on foot, watch your radar! The white dots are people who need saving. The red dots are bad guys, so avoid 'em like the plague.



▲ Early on in the game you have to clear a path through the forest for your buddies. Shoot at the fallen logs to remove them.



▲ The Rangers are always willing to rescue the weak, clean up the radioactive goop and save the townsfolk. What good citizens!

LOOKS → The most disappointing part of the game. The graphics are fuzzy and there's not much detail. But the lovely cartoon cut scenes make up for it.

SOUNDS There's some great speech and massive explosions. The guitar rock is straight from the TV show, but it could get annoying!

Ask questions later

With all these enemies roaming the world, you'll need some helpful power ups and special skills to give you an advantage.

When you're on foot, you can shoot the pods where baddies appear for treats, as well as blasting away everyday objects like fallen trees and traffic cones.

The Rangers can shoot both forwards and backwards, so blast at everything, 'cos you'll never know what your reward will be.



▲ Make sure you pick up any of the gold crosses you come across, 'cos this will help to heal your Ranger when he's been in one too many fire fights.



▲ Three way fire is wicked when you're on foot and even better when you're controlling your Megazord. The baddies will run away crying when they see you.



▲ These coins give you a mighty shockwave that works like a smart bomb, destroying everything on screen. Not too shabby, eh, Power Ranger?

It's da boss

You'd expect a Power Rangers' title to feature huge mechanical robots, and Lightspeed Rescue doesn't disappoint.

The game is chock full of boss battles and most take place in massive battle arenas with the Rangers' Megazord dishing out the punishment to Diabolico's goons.

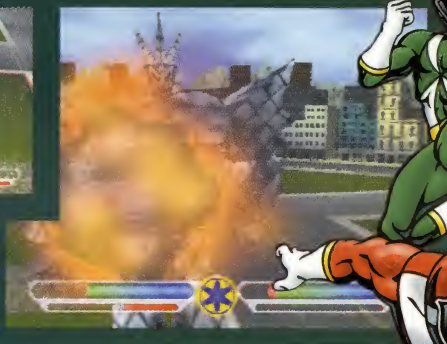
You'll sometimes meet a boss on foot, too, and when you do, you'll be treated to the fight of your life. The bosses all have a pattern to their attacks which you can learn.



▲ Lavaca is a fiery brute who's slow but packs a punch. Avoid his fireballs and keep plugging away at him.
▼ Evil Mirror Megazord is a toughie and his freeze attack can leave you vulnerable to a world of pain.



▲ Vector is one of Diabolico's creations and he's pretty easy to beat. Keep moving and you'll cane him in no time.



Mighty morphin' multiplayer

As you play through Story mode you unlock massive robots which can then be selected for two player battles. These monster fights are wicked fun for you and a pal!

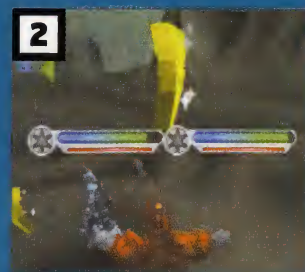
If you're up close to your opponent, you can get busy with the fistcuffs, or you can fire projectiles from a safe distance.

As you damage your foe he'll drop power ups and then it's a mad scramble to be the one to collect them and really lay on the pain.

If two players both know what they're doing, these fights can last ages and be great fun!



▲ Our battling Rangers choose two rock hard robot characters, mighty Lavaca and evil Mirror Megazord.



▲ First there's a mad dash for the power ups. Speed boosts are handy, but more firepower is best for a victory.



▲ Lavaca makes a run for it and his enemy follows. Close range bareknuckle fighting follows. Absolutely brutal.



► And it's all over! Lavaca's mighty fireballs proved too much for Mirror Megazord's shiny surfaces.

◀ You've seen them in the TV show, now you can control them from the comfort of your N64. Power Rangers to the rescue, Nintendooids!

Nintendo
OFFICIAL MAGAZINE

GAME SCORE

It hardly pushes the N64 to the limit, but Power Rangers Lightspeed Rescue certainly captures all the fun of the kids' TV show and is good, simple fun. Rangers fans should definitely check this out.

82%

GAME LENGTH The two player fights are a brill bonus. They'll keep you coming back long after you've finished the single player.

Quick flick! Fast forward to Blag Fest to win Lightspeed Rescue, on p80

Tigger's Honey Hunt

Game Info

Price: **£39.99**
Release: **February**

The wonderful thing about Tiggers is that Tiggers are wonderful things. But will this game be wonderful enough to put a spring in your step? Let's take a look. Boiiing!

WE SAID → "Tigger and friends are set to offer gamers some super cute platform fun, designed especially for the younger N64 player. Dripping with colour and cuteness."

Party Pooh-per

Poor old Pooh Bear! He's throwing a party for all his friends but doesn't have enough delicious Hunny to go round.

What's more, the sweet natured little guy is too busy with the preparations to go out and get some more. But help is a hand!

Every bear's best buddy, Tigger, is ready to lend a paw by hunting high and low for all the Hunny Pots that are scattered throughout this colourful land. Get ready for a bouncing good romp through a dazzling platform world.

Smooth moves

Tigger starts his adventure with the ability to jump and duck

But he's got the chance to get his paws on more moves by playing the mini game challenges.

These are spread throughout the game and, if you win them, your furry friends will teach you some groovy new moves.

These will prove essential as you get to later levels, but they'll also help you sniff out new treats and secret areas in places that you might have thought you'd finished.



▲ Beat Rabbit's Funny Faces game and you'll be able to float through the air by tapping **D**. Tigger can jump much further by using these air currents.



▲ Our bouncy friend is able to duck, a move that comes in very handy if you find yourself being divebombed by pesky crows and bats. Look out!



▲ In Winter Wonderland, Tigger's newly acquired jumping move is really useful. By coiling his tail, Tigger can leap over glaciers in a single bounce.



▲ Pooh's too busy with his party preparations to play with Tigger, so the springy feline decides to help him instead.



▲ Tigger must collect a certain number of Hunny Pots on each level. If you've not got enough, Owl sends you back to the start.



◀ You'll bump into all of Christopher Robin's pals. If you're feeling kind you can help them find the things they've lost.



◀ Collect enough Hunny, survive the mini games and learn new skills to be rewarded with the tea party of a lifetime!



Eye of the Tigger

As you bounce through each side scrolling level, you'll come across loads of cunning tricks and traps to stop you in your tracks.

But there's lots of stuff to help you out and plenty of cheerful characters who pop up to give you important information about clearing obstacles or using the scenery to win the game.

But you'll need to keep your eyes peeled for these essential features. Here's what you're looking for...



▲ There are checkpoints dotted about on every level, so be sure to touch them. If you lose, you'll go back to the last checkpoint.



▲ These cobwebs may look scary but they make brilliant trampolines. Perfect for reaching those out of the way Hunny Pots. Boiiing!



▲ Later on in the game you can cross icy lakes and wild rivers on the backs of cute little turtles. Just be careful not to slip off into the drink!



▲ Not only are these elephants lovely to look at, they'll help you get to places other Tiggers can't reach. But don't be squished by mistake.

Beautiful baddies

Tigger's Honey Hunt is a cute game with cute baddies. But don't be fooled into thinking they're a pushover.

There aren't many nasties per level, but they can take you by surprise and do poor Tigger some serious damage. Flying meanies like crows and bats can be jumped on, but the weasels will cause you more problems. Run away from them, then turn to stomp on their bonces!



▲ Bees like Hunny and you've got lots of it! The pesky swarm will sting Tigger if you get too close, so either run away or duck. And be quick about it!



▲ The bats and birds in the game are always in the way of important jumps. Take care not to leap right into them or it'll be curtains for our hero.



▲ The stripy weasels are very cunning. At first they play dumb. Then they turn and chase you down. Use all the checkpoints or you'll be sorry!

The gang's all here

Winnie the Pooh fans will be over the moon to know that the whole woodland gang appear in the game.

As well as the lovely cut scenes, there's a different furry friend on each level waiting for Tigger to come and help them. The little movies are a real treat and it's just like watching a Disney cartoon.

And what's even better is that you're in control of this cute story!



It's a very blustery day isn't it?

Pooh

Pooh pops up a lot in the game and he's normally in some sort of fix. You'll find him being blown away by the wind and even stuck head first in a cliff!



I've found your broomstick for you.

Piglet

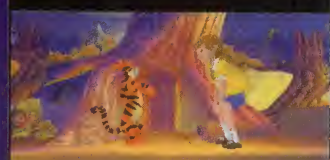
Piglet's having problems with the gusty weather in the forest, too! The wind's blown away his broomstick. Be a nice little Tigger and help him to find it.



One animal holds the finger on the button.

Owl

Owl gives you helpful hints right the way through the game and will be waiting at the end of every level to count your Hunny Pots. You'd better have enough!



Don't worry Tigger.

Chris Robin

Christopher Robin put in an appearance near the end of the game and he looks just as good on N64 as he did in the Pooh books and Disney cartoons.

Game on

It's not all scrolling platforming in Tigger's Honey Hunt. You can also play some mental mini games, too!

These challenges are there to break up the Hunny hunting action.

In the main adventure, Tigger is given new moves by winning these games, but they can sometimes get in the way of the ace levels.

It's far better to play them with friends in the multiplayer mode instead. Four players can go head to head in gentle challenges. Perfect Dark deathmatches they ain't.



▲ The presentation is top notch in the Tigger's Honey Hunt, and the Game Options screen is no exception. Here you can choose which mini game to play.



▲ The Rabbit Says mini game is a lot like Simon Says. You have to copy Rabbit's crazy moves and funny faces by pressing the right button sequences. Go, Tigger!



▲ You also get to play Pooh Sticks with the crew! Drop your stick in the river and the first to the finish rope is the winner.



◀ Challenge Owl or your friends at a game of Scissors, Paper, Stone. It looks beautiful, but it's very slow and frustrating.

LOOKS With its multi layered scrolling and stunning 3D characters, this game is straight out of your favourite storybook. Everything looks so sweet you'll want to lick it. Yummy, scrummy.

SOUNDS → The authentic Winnie the Pooh music is perfect for the action and the sounds of the forest are a joy to the ears, but Tigger's bouncing noise might get on your nerves after a while.

Pooh snap!

Piglet's photographs are scattered around on every stage. If you manage to collect all the tokens on a level, you'll be able to put the snaps in your photo album.

On later levels these piccies are hidden away and you'll really have to explore all the nooks and crannies of every stage to complete your collection.

Tigger's Honey Hunt is an easy game but, along with the multiplayer games and secrets to find, the photo album really adds to the lifespan of this cute title.



▲ You can access your photo album from the Main Menu screen. Depending on the saved game you're playing, different pictures will appear. See if you can get them all to fill it up.



▲ Once you've collected all the tokens on each level, you'll get a picture in your album. They're beautiful and you can even zoom in to see them up close.



▲ Most of Piglet's pics are hidden away. Use whatever means necessary to reach them, including the scary elephants.

Worlds apart

Everything in Tigger's Honey Hunt is true to the Winnie the Pooh stories, and each of the levels is a wooded wonderland with a particular theme.

In one fantastic level, Tigger will have to face a force nine gale in the blustery woods. Then he'll be risking frostbite in his tail in the wintry forests of the next.

There are loads of secret areas and hidden Hunny Pots to find in every stage too. But you'll have to search high and low if you want to find them all.



▲ The level select screen is a real beauty and, once you've cleared a stage, you can go back and revisit it with new skills at your leisure. You might be surprised at what you find.



▲ If anything looks suspicious on a level you should check it out, 'cos there are plenty of hidden caves to find. Owl won't let you go on unless you've found enough Hunny Pots, so sniff out those secrets.



◀ On the Blustery Day level, Pooh is blown away flying his kite. Who's behind those eyes in the cave, Tigger? Pretty spooky, huh?

Storybook land

Love graphics and smooth side scrolling? Tigger's Honey Hunt is the game for you.

Like the super N64 platformer, Tarzan, this title has 3D graphics with multiple layers of background scrolling.

This means that while you trek along a 2D path, your eyes will marvel at the gorgeous effects and incredible hand drawn backgrounds in the distance.

It's one of the most beautiful N64 games ever and will soften up even the hardest of hearts.



◀ The 3D graphics mean that you can get wide open panoramic views or lovely close up shots.



▲ This thorny world is one of the best looking things we've ever seen in an N64 platformer. The detail is amazing, just like in a real Disney cartoon.

▶ There are loads of cool touches, like this drawing of Tigger on the cave walls. These little things add up to make the game a beautiful platformer.



GAME LENGTH → The mini games and secrets add to this title's lifespan, but it's still a wee bit too short. Shame!

Nintendo

OFFICIAL MAGAZINE

GAME SCORE

Tigger's Honey Hunt is clearly aimed at younger Nintendoids and they're sure to love it to bits. And it's also a game that platform fans of any age will enjoy. Shame that it's a bit on the short side.

81%

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Banjo Kazooie

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazooie through beautiful worlds on a mission to find Banjo's sister.

Why it rocks

Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this a milestone in N64 gaming.

Best bit

The end boss battle with the evil Gruntilda is a fine example of Nintendo's amazing originality, with a quiz show determining whether you can fight or not. Very high pressure, and no, you can't phone a friend!

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✓



Beetle Adventure Racing

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power ups and realistic handling and you're looking at a winner.

Why it rocks

It's the perfect combination of arcade racing and a realistic sim. Testing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

Multiplayer verdict

Only two players can race the circuits, but it's lightning fast. The four player Battle modes are top fun and more than a match for the likes of Mario Kart 64. If you're looking for a top quality racer, this comes highly recommended.

EXPANSION PAK ✗
MEMORY PAK ✓
RUMBLE PAK ✓



Diddy Kong Racing

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer mode is only just beaten by the fantastic Mario Kart 64.

Why it rocks

It rewrote the kart racing rulebook with the introduction of planes and hovercrafts. The one player mode is guaranteed to keep you racing 'til dawn.

Multiplayer verdict

Okay, so it may not be quite as good as Mario Kart 64, but it's still a big bundle of fun. Very fast racing with awesome controls, and the graphics look amazing even with four people on the screen at the same time.

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✓



Donald Duck Quack Attack

■ PRICE £29.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Donald comes to life in a title that manages to catch all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.

Why it rocks

The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.

Best bit

Finding Merlock and freeing Daisy is just rewards for this deceptively tough platformer. Merlock's no pushover and you'll have to work hard to beat him, but by that time you'll be having so much fun you won't mind!

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Donkey Kong 64

■ PRICE £59.99 ■ PLAYERS 1-4



The lowdown

Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.

Why it rocks

It's a massive game, full of well thought out mini games, like the Battle arena. It's also one of the toughest platformers on the block, and it's got the original DK in it!

Best bit

The final battle with King K. Rool is pure magic. It's a boxing match that'll have you right on the edge of your seat as you duck and dive your way to victory. Nothing beats the joy of completing this huge game.

GAME SCORE 96%



Duke Nukem Zero Hour

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian England to the Wild West.

Why it rocks

There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the baddies, the attitude and the cool hero.

Best bit

Duke's got some cracking one liners that give you light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying, 'Come on. Bleed for me.' Classic!

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



ECW Hardcore Revolution

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Hardcore wrestling from a league that's bloodier and more violent than WWF. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

Why it rocks

If you love wrestling, you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements like barbed wire ropes and studded baseball bats.

Multiplayer verdict

This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestlers move very convincingly. And it's pretty damn violent, too. Top stuff!

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓

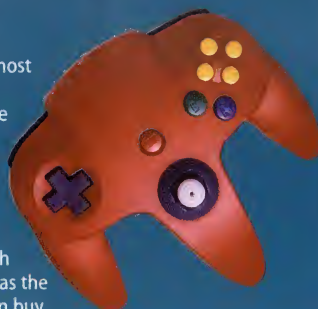


CONTROL

Official N64 Controller

■ Nintendo
■ £19.99

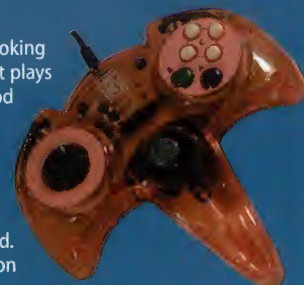
It may be the most expensive controller on the market, but it's the best by a mile. The 3D Stick and buttons never get stuck, which marks this out as the best money can buy.



6T4 Controller

■ Logic 3
■ £17.99

A very cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.



Excitebike 64

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

Arcade style motorbike racer with the accent on fun and speed. There's a mix of indoor, stunt and cross country tracks, with tons of riders to choose from.

Why it rocks

The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

Multiplayer verdict

With hardly any slowdown, Excitebike 64 is an awesome four player mash up. You'll feel every bump and groove! It's great if you like to race a little dirty 'cos trying to knock your opponents off their bikes is a laugh riot.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



F-Zero X

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

It's the 26th century and F1 racing is long gone. The number one thrill is found in caning zero gravity vessels around super fast tracks at a blinding speed.

Why it rocks

It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.

Multiplayer verdict

Any faster and it would have to carry a government health warning! Once you start playing this with your mates you just won't want to stop. Flying through millions of tracks in your zero friction ship is great fun.

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✓



F1 Racing Championship

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

The follow up to Monaco GP and a great improvement it is too, with all the racers from the 1999 season. A great tuning option makes this the choice for F1 nuts.

Why it rocks

It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

Multiplayer verdict

Unfortunately there are only two cars on the track in the two player mode, but it's very fast, with a choice of either a horizontal or vertical screen split. Bash up your motor and you'll be amazed by the realistic damage.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Goldeneye 007

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

To many it's the finest first person shooter of all time, offering as it does finely tuned single player missions and intense multiplayer thrills.

Why it rocks

The single player will have you believing that you are James Bond, armed with all the gadgets and weapons you'd expect from the world's coolest spy.

Multiplayer verdict

A complete classic from start to finish. Goldeneye 007 is untouchable in four player mode. Deathmatches are so much fun, with gameplay and graphics that'll have you hitting the replay button again and again.

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✓



F1 World Grand Prix II

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

All the thrills and spills from the breakneck world of F1 racing. Every superstar from the starting grid is included, as are their cars and the tracks from F1 circuit.

Why it rocks

This game looks the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

Multiplayer verdict

Although there's no four player mode, F1 World Grand Prix II more than makes up for this with a very nippy two player. The only downside to the multiplayer is that there are no other cars on the track, which is a shame.

EXPANSION PAK ✓
MEMORY PAK ✗
RUMBLE PAK ✓



ISS 98

■ PRICE £39.99 ■ PLAYERS 1-4

EXPANSION PAK ✗
MEMORY PAK ✓
RUMBLE PAK ✗



The lowdown

It may lack the names of real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play, too.

Why it rocks

It's the game of choice in NOM Towers 'cos no other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

Multiplayer verdict

Easily the king of multiplayer footy fun with games that'll live in your memory longer than any game featured on Match of the Day. Every self respecting football fan should play this game. It's that good.

GAME SCORE 93%



FIFA 99

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's amongst the best selling video game brands in the world, and this N64 version shows why. Packed with teams, from Italy's Serie A to international squads.

Why it rocks

FIFA 99 is dead easy to pick up and play and there's a superb arsenal of tricks at your disposal to keep you playing. Masses of cups and tournaments to play in.

Multiplayer verdict

The game is simply sensational once you start playing against your mates. You'll just love hammering your friends, it's one of life's pleasures! Up to four can play on one team, making FIFA a really classy kickabout.

EXPANSION PAK ✗
MEMORY PAK ✓
RUMBLE PAK ✓



Manta Ray

■ Nu Gen
■ £19.99

Another funky looking controller that is almost as good as Nintendo's official joypad. It's also got an Auto Fire and Slow Motion button, perfect for sharp shooters.



Hyper Pad Plus

■ Blaze
■ £14.99

You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extras touches like Turbo Fire and Slow Motion, but we've found that the buttons are a bit sticky.



G64 Controller

■ Gamester
■ £14.99

This fab looking controller comes in grey, black or clear, but unfortunately it doesn't play quite as good as it looks. But it's a reasonable controller for your cash.



International Track & Field

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

The ultimate multiplayer game featuring, surprise, surprise, track and field events! A mix of button bashers like the 100m sprint and timing events like the vault.

Why it rocks

Because there are loads of different playing experiences you won't get bored. And there's something very addictive about chasing a world record.

Multiplayer verdict

International Track & Field is the perfect way of settling old scores and starting new rivalries. And because there's a combination of speed and timing events, there's bound to be at least one you're better at than your mates.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Jet Force Gemini

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

Why it rocks

The action never slacks off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

Multiplayer verdict

Not quite as good as we had hoped for, seeing as it was made by the people who brought us Goldeneye 007. Despite this, it's still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Lylat Wars

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Fox McCloud and pals boldly go into space in this sequel to Starfox. Ace space blaster with top crafts, heavy duty weapons and tons of stuff to blow up.

Why it rocks

Fox's Arwing is as cool as ever and, with the crazy power ups, there's some classic blasting to be had. Some of the bosses have to be seen to be believed.

Multiplayer verdict

There are loads of sly routes to open. Not that many different options, but the Battle mode will leave a very broad smile on your face. The aim is simple, blow your opponents out of the sky, before they do it to you. Cool!

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✓



Mario Golf

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play, and some very neat touches.

Why it rocks

This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes ages, especially on the greens.

Multiplayer verdict

It may not be as hectic as the deathmatches of Goldeneye 007, or as exciting as ISS 98 footy fests, but this game has a gold plated multiplayer pedigree with masses of modes for you and your pals to sink your teeth into.

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✓



Mario Tennis

■ PRICE £44.99 ■ PLAYERS 1-4

EXPANSION PAK ✗
MEMORY PAK ✓
RUMBLE PAK ✓

The lowdown

Is there nothing the dungareed plumber can't turn his hand to? As you'd expect, it's a slightly quirky tennis game, with some ace playing modes and brilliant gameplay.

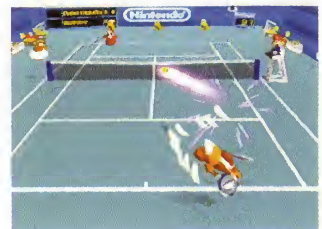
Why it rocks

It's the little touches like the tennis court suspended by chains that mark this game out as something different from the norm. Like all Mario games it's pretty addictive.

Multiplayer verdict

Mario Tennis is fun in two player mode and the four player is simply a hoot. Although dead easy to pick up, the game's got enough depth to make it perfect for playing with your mates.

GAME SCORE 92%



Mario Kart 64

■ PRICE £29.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

One of the N64's original titles and still mint. It's got Nintendo stars, genius track design and ace power ups, all vital ingredients for a top notch kart game.

Why it rocks

It's all down to the stunning controls. The Grand Prix mode is a little easy if you remember the original on the NES but the Battle modes are super cool.

Multiplayer verdict

Still one of the best multiplayer games on N64. Mario Kart 64 is played every day in NOM Towers, proving the enduring appeal of this benchmark game. Choose from either Versus or Battle mode and let the good times roll.

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✗



Mario Party

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's the ultimate party game! The aim is simple, hook up with three mates and work your way round far out boards whilst taking part in some crazy mini games.

Why it rocks

It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

Multiplayer verdict

Hours just melt away as you play through the five boards and 64 mini games, constantly trying to keep one step ahead of your mates. A great improvement on the first game and one that the whole family can enjoy.

EXPANSION PAK ✗
MEMORY PAK ✗
RUMBLE PAK ✓



RUMBLE

Rumble Pak

■ Nintendo
■ £14.99

All the quality you would expect from the clever clogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.



Rechargeable Jolt Pak

■ Joytech
■ £14.99

You won't ever get annoyed because you've run out of batteries, 'cos this rumble pak is rechargeable. A very good rumble effect and a decent price make this a great choice.



Mickey's Speedway USA

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The young pretender to the karting crown, starring a certain Mickey Mouse. A cartoon tour around the good ol' US of A chasing the nasty Weasels.

Why it rocks

Rare has done it again! Pure eye candy with killer gameplay. The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

Multiplayer verdict

The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓



Perfect Dark

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 97%

The lowdown

Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

Why it rocks

It looks better than Goldeneye 007, with a story that's just as compelling and missions that'll leave you speechless. This is one game that lives up to the hype.

Multiplayer verdict

Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new and exciting ones. Plus you can unlock more by playing different single player missions. Stirring stuff.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mortal Kombat 4

■ PRICE £39.99 ■ PLAYERS 1-15 ■ GAME SCORE 90%

The lowdown

It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawler, even if it does look a tad dated nowadays.

Why it rocks

Unlike many beat'em ups, the one player quest is a tough challenge, even for the best gamers. Deadly weapons, fast and furious moves and tons of the red stuff.

Multiplayer verdict

This baby rocks! There may have been some real stinkers in the MK series but this edition has multiplayer class written all over it. It's very fluid and very violent, just what you want when you're beating your mates to a pulp.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



Pokémon Stadium

■ PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

It's the game that lets you battle your hand reared GB critters in glorious 3D. Heaps of playing modes from cups to mini games. Looks very cool indeed.

Why it rocks

It's one thing seeing your beasts on a tiny Game Boy screen and another seeing them up close and personal. The attacks look absolutely out of this world!

Best bit

If Pokémon rules your world then this is an essential purchase. The Transfer Pak is a gaming revolution and another example of Nintendo investing in quality, not quantity. And it's great battling your mates in 3D.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✗



NFL Quarterback Club 99

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The finest American footy game on N64 with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

Why it rocks

This game looks the bee's knees. Everything's so detailed and crisp, even down to the ace touchdown celebrations. If you love gridiron action, you'll die for this.

Multiplayer verdict

If you don't know diddy about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and incredible looking graphics.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Quake II

■ PRICE £44.99 ■ PLAYERS 1-2



The lowdown

A non stop frag fest featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jumpy moments put this right up with the best.

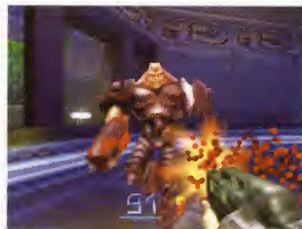
Why it rocks

Graphically this is a triumph, with all the tension you'd expect in a Quake game. There are some mad weapons and enough options to make the game right for you.

Multiplayer verdict

Very fast and very smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know it's gonna be fun.

GAME SCORE	91%
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Operation Winback

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneak, part blast, total fun.

Why it rocks

The missions are varied. Some require you to sneak about, while others involve firing off a lot of lead. The controls are tricky, but otherwise it's top class fun.

Multiplayer verdict

Operation Winback's not a Bond beater by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic, with the dodgy controls and tricky camera angles really spoiling the fun. Shame.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓



G64 Tremor & Memory Pak

■ Gamester
■ £14.99

It may be a bit on the pricey side but don't be fooled into thinking it's not good value for money. Why? 'Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.



Shockwave

■ Datel
■ £24.99

It's a very good quality rumble pak, with a very deep and responsive rumble effect that really brings games to life. There's but one problem, just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.



Jolt Pak

■ Blaze
■ £6.99

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit weedy. It also needs batteries to make it work so it's a bit more expensive than you might first think. A decent budget choice, though.



What we're playing

What's been on our N64 this month...

Zelda Majora's Mask

I haven't had a lot of sleep this month 'cos this game is amazing! I've had to be dragged away from my N64 'cos learning all the new songs is brill. **DAVE**



TWINE

I think it's as good as Goldeneye 007 in single player mode but, as for the multiplayer, no one will play me 'cos I'm too good at games... **RICH**



ISS 2000

If you're so good, Rich, why have I just won 14 games of ISS on the trot, eh? I am the king of the one, two. Any challengers? I thought not... **TIM**



Premier Manager 64

PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

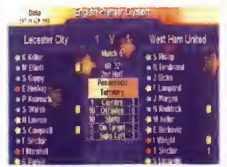
Why it rocks

Plotting your team's steady rise through the leagues is satisfying, and you'll be over the moon if you beat Man United. Add tactics and transfers and it's game on.

Best bit

Well, you're not buying it for the arcade thrill, and, with games that can literally go on for months on end, this is really only for the hardcore. It's a great way of passing time though, but only if you're winning.

- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK



Rayman 2

PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 91%

The lowdown

Rescue Rayman's friends who have been kidnapped by some nasty space pirates. One of the best looking and most playable platformers for N64.

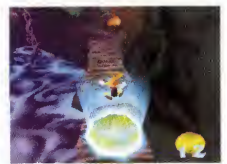
Why it rocks

It's not just a pretty face! There's some white hot gameplay with tricky puzzles, hard bosses and amazing secret levels to find. You'll be playing it for years!

Best bit

It's very hard to pick just one part of Rayman 2 that stands out, as there are so many magical moments to choose from. But we would say that finally facing Captain Razorbeard is a nervy but exciting moment.

- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK



Resident Evil 2

PRICE £44.99 ■ PLAYERS 1 ■ GAME SCORE 94%

The lowdown

You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles, all under intense pressure. Extreme!

Why it rocks

You never quite know what lurks behind each corner, making Resident Evil 2 a jumpy scarefest quite unlike anything else on N64. You're looking at a classic.

Best bit

For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.

- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK



Ridge Racer 64

PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 92%

The lowdown

The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

Why it rocks

Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

Multiplayer verdict

Ridge Racer 64 is as fast as lightning in two player mode, but things get a bit murky and slow when there's three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'cos it could have been better.

- EXPANSION PAK
- MEMORY PAK
- RUMBLE PAK



MEMORY PAKS

WOM TESTED

Nintendo Controller Pak 256k

■ Nintendo
■ £14.99

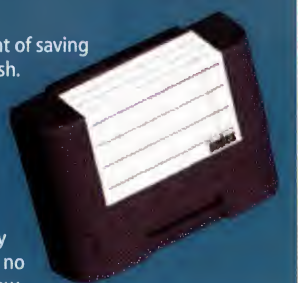
Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.



8 Meg Memory

■ Blaze
■ £14.99

A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Rogue Squadron



PRICE £44.99 PLAYERS 1



The lowdown

It's the Star Wars game everyone wanted to be ace, and it is! Control a selection of awesome vehicles, from X-Wings to Airspeeders, in action packed missions.

Why it rocks

From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

Best bit

As your spacecraft swoops down over Tatooine you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game. Breathtaking!



GAME SCORE 90%

South Park

PRICE £49.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

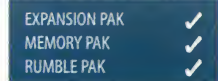
The filthiest, crudest and rudest kids on TV make it onto the N64 in this hilarious and very playable shoot 'em up. Blast away at hordes of mutant turkeys.

Why it rocks

It's exactly like the cartoon series, with all the wit and off the wall attitude of the South Park crew. It's also a very big game, and a challenging one at that.

Multiplayer verdict

The multiplayer mode is absolutely first class, with loads of different playing options and some very slick gameplay. Plus you can choose from nearly all the characters from the TV series. And that can't be bad, can it?



South Park Rally

PRICE £39.99 PLAYERS 1-4 GAME SCORE 90%

The lowdown

It's a kart racing game that doesn't have a set route or a chequered flag. Instead, you win by completing certain tasks before your opponents.

Why it rocks

It doesn't even try to be a Mario Kart 64 or Diddy Kong Racing clone. Looks very different, with all of South Park's distinctive humour and top graphics.

Multiplayer verdict

This game really comes into its own when you're playing with your mates. Corking fun with bad language and top multiplayer karting action. It's very fast and has blinding handling. We recommend you buy this.



Rocket Robot on Wheels

PRICE £39.99 PLAYERS 1 GAME SCORE 90%

The lowdown

A very different platformer starring a robot without arms or legs. Control Rocket on a last ditch effort to reopen Whoopie World, a huge amusement park.

Why it rocks

Little Rocket handles brilliantly and the levels are all designed with great imagination. Full of originality and wicked challenges. A first rate platformer.

Best bit

The game's packed with cool touches, but the last level, Mine Blowin', stands out. It's as tough a stage as you'll find in an N64 game. Completing it'll make you feel like a gaming god, especially when you reopen the park.



Star Wars Episode 1 Racer

PRICE £49.99 PLAYERS 1-2 GAME SCORE 90%

The lowdown

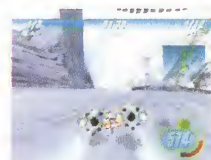
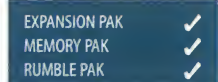
They've made an entire game based on the awesome pod racing scene in The Phantom Menace. Super fast racers and loads of futuristic courses.

Why it rocks

Like Rogue Squadron, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

Multiplayer verdict

There's only a two player mode, but because of that it's whippet quick. The futuristic space pods you get to choose from look ace, and the multiplayer courses are as good as the one player mode. Plays just like the Star Wars film.



Shadow Man

PRICE £49.99 PLAYERS 1 GAME SCORE 93%

The lowdown

In this disturbing spookathon, you play Mike LeRoi, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

Why it rocks

It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The plot twists and turns, giving you one fright after another.

Best bit

For sheer brown trouser scares the New York Mansion level is right up there, especially when you come across the Nail Gun Killer in the main room. A nice relaxing game you can play with your Mum and Dad it ain't!



Super Mario 64

PRICE £29.99 PLAYERS 1 GAME SCORE 92%

The lowdown

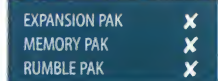
Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

Why it rocks

It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

Best bit

Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real you feel that you're actually inside the game.



Memory Card 1 meg

Logic 3 £5.99

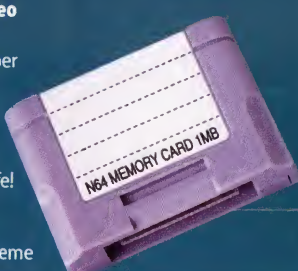
Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!



N64 Memory Cards 1 meg

Spectra Video £12.99

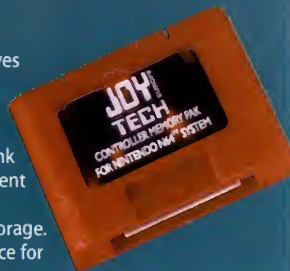
There are cheaper memory cards out there, but this will definitely keep all your stuff safe! Can become unreliable if exposed to extreme weather conditions.



1 meg Memory Card

Joytech £9.99

It's red and it saves your game data. It's a generally reliable memory card, and we think a tenner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.



Super Smash Bros.

■ PRICE £44.99 ■ PLAYERS 1-4 ■ GAME SCORE 90%

The lowdown

The Nintendo all stars forget their cutesy image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

Why it rocks

Aside from fighting all your favourite characters, the speed of the game is electric. There are loads of wild fighting moves and ace interactive arenas.

Multiplayer verdict

Without a doubt, this is the best beat 'em up you can buy for N64 'cos you can choose from all your Nintendo faves! It's great to duke it out with Mario and beat up little Pika! Plays like a dream, with fast and fluid gameplay.

EXPANSION PAK X
MEMORY PAK X
RUMBLE PAK X



Tarzan

■ PRICE £39.99 ■ PLAYERS 1 ■ GAME SCORE 90%

The lowdown

Fab Disney tie in that's an action packed side scrolling treat of a platformer. Play as young and adult Tarzan, as you save the jungle from Clayton the hunter.

Why it rocks

It's a fantastic looking game, and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

Best bit

Being chased by the rampaging herd of elephants is pure Disney and great fun, although keeping one step ahead of them is easier said than done. And when you get the hang of swinging from tree to tree it's just so cool.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



1080° Snowboarding

■ PRICE £29.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's a snowboarding game, and a rockin' one at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of playing options, it's a quality title.

Why it rocks

The soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your board.

Multiplayer verdict

Okay, so there might not be a four player mode to thrash out with your mates, but there is a very fast two player. It's a wicked laugh and makes a welcome change to car or kart racing. Try it out if you fancy a change!

EXPANSION PAK X
MEMORY PAK X
RUMBLE PAK ✓



Tony Hawk's Skateboarding

■ PRICE £39.99 ■ PLAYERS 1-2 ■ GAME SCORE 90%

The lowdown

It's skateboarding and it's mental! Pull phat tricks on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, tons of fun.

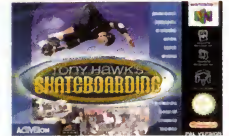
Why it rocks

Without spot on controls this game could have been dire, but luckily it plays like a dream with intuitive controls that keep you close to the action.

Multiplayer verdict

Tony Hawk's Skateboarding has some really original multiplayer options, like the ace Graffiti mode, where objects are sprayed with your colour if you do a trick on them. It's hard to find in the shops, so try second hand stores.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



TWINE

■ PRICE £39.99 ■ PLAYERS 1-4



EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓

The lowdown

Based on the Bond film of the same name, this is a first person shooter that plays very much like Goldeneye 007, even though it's not made by Rare.

Why it rocks

TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever see in a shoot 'em up.

Multiplayer verdict

Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have as many options, the visuals are a little basic and it feels quite slow.

GAME SCORE 92%



Turok Rage Wars

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 93%

The lowdown

It's a Turok game especially designed for multiplayer fraggling. Packed with amazing arenas, kick ass weapons and really gross looking baddies.

Why it rocks

The game is designed for playing with your mates so, unlike in some other first person shooters, Turok Rage Wars is smooth and slick in four player mode.

Multiplayer verdict

To die for! There are some brilliant ideas, like choosing a series of arenas, so as soon as one battle finishes you're transported to the next. Easy to control and packed with monsters that make you poo your pants. Nastly!

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



Turok 2 Seeds of Evil

■ PRICE £39.99 ■ PLAYERS 1-4 ■ GAME SCORE 94%

The lowdown

Yet more dino crunchin' mayhem, with some of the goriest and scariest fraggling to be found on N64. Some of the monster you'll encounter are simply staggering.

Why it rocks

It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

Multiplayer verdict

At the time of release, Turok 2 Seeds of Evil was considered amongst the best multiplayer games the N64 had to offer. Now it looks a wee bit dated, so you might prefer to go for Turok Rage Wars, Perfect Dark or Goldeneye 007.

EXPANSION PAK ✓
MEMORY PAK ✓
RUMBLE PAK ✓



STEERING WHEELS

NUM TESTED



Top Drive Plus

■ Logic 3 ■ £59.99

This wheel offers excellent handling, and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.



Formula Race Pro

■ Thrustmaster ■ £49.99

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all round wheel.

WWF Attitude

PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 91%

The lowdown

It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountains of wrestlers and multiplayer fun guaranteed!

Why it rocks

Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create a Wrestler mode is strong, as is the gameplay.

Multiplayer verdict

WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, pummel and tie your opponent.

- EXPANSION PAK ✗
- MEMORY PAK ✓
- RUMBLE PAK ✓



WWF No Mercy

PRICE £49.99 ■ PLAYERS 1-4 ■ GAME SCORE 96%

The lowdown

It's WWF, so you just know it's full of superstars, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

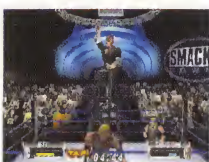
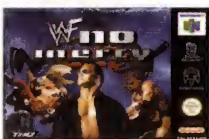
Why it rocks

With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of lastability.

Multiplayer verdict

Tons of new options will keep you and your pals going back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode, WWF No Mercy really delivers the best multiplayer playing experience.

- EXPANSION PAK ✓
- MEMORY PAK ✓
- RUMBLE PAK ✓



Zelda Majora's Mask

PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown

More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

Why it rocks

Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

Best bit

Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit but, for us, beating Goryg felt very good.

- EXPANSION PAK ✓
- MEMORY PAK ✗
- RUMBLE PAK ✓



Zelda Ocarina of Time

PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 97%

The lowdown

Link stars in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

Why it rocks

Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

Best bit

Completing this mammoth adventure is a feat in itself, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale that you control.

- EXPANSION PAK ✗
- MEMORY PAK ✗
- RUMBLE PAK ✓



Who's who?

It's time to get to know the Nintendo all stars a bit better. This month we take an in depth look at Link, hero of the Zelda games.



Who thought up the character?

That honour goes to Shigeru Miyamoto. As a kid, Shigsy loved exploring the caves found near his home in Kyoto, Japan. And when he started creating games he set about making a title that captured his love of discovering new places.

So what's the little fella's family history?

Link was raised by the Kokiri forest people in Hyrule, but for some reason he never quite fitted in. While on a mission to rescue Princess Zelda from the evil Ganandorf, Link discovered that his mother was from Hyrule, and that the Kokiri people had adopted him.

Yes, but who's this Zelda woman?

The princess we know from Ocarina of Time is in fact the fourth Princess Zelda. She's the king of Hyrule's daughter, and one of the few people who knows all about the magical powers of the Triforce. And she's a pretty young thing, too.

Will there be a Zelda title for Gamecube?

Well, nothing's been confirmed, but seeing as there's been a Zelda game on every Nintendo machine so far, we'd say it's a safe bet. And we can't wait to play it!



Shock 2

■ Guillemot ■ £39.99

A classy looking wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.



V3 FX Racing Wheel

■ Interact ■ £59.99

It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with it's rumble effect and precise controls.



Race 64 Compact

■ Guillemot ■ £49.99

It's got Formula One style gear changing paddles, so you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.

Rental Chart

BLOCKBUSTER



▲ Majora's Mask is top of the rental charts this month. Why? 'Cos it's ace!



▲ You'll love getting one past your mates in the awesome Mario Tennis.

UK Rental Chart

- 1 **Majora's Mask**
- 2 **Mario Tennis**
- 3 **Pokémon Stadium**
- 4 **Perfect Dark**
- 5 **1080° Snowboarding**
- 6 **Track & Field**
- 7 **Donkey Kong 64**
- 8 **Goldeneye 007**
- 9 **F-Zero X**
- 10 **South Park Rally**

Cool rentals

N64 games ain't cheap, so try and rent them out before you go wasting your money.

Worth a look...

These games all came pretty darn close to getting an Awesome award, and they may be right up your street...



Chef's Luv Shack 87%
PRICE £39.99
It's a South Park quiz show. Great if you're a fan of the TV series.



Command & Conquer 86%
PRICE £44.99
Strategy war game that's great fun, but shame there's no multiplayer.



Duck Dodgers 86%
PRICE £39.99
A fun platformer starring the Looney Tunes favourite. Surprisingly tough.



ISS 2000 87%
PRICE £39.99
The latest ISS game. Worth getting if you haven't got any of the others.



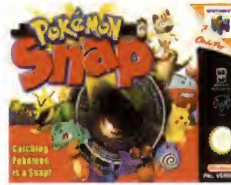
Micro Machines 64 87%
PRICE £39.99
Race around in tiny little cars. Duff handling, but great multiplayer.



Mystical Ninja 88%
PRICE £49.99
3D adventure starring Goeman, and featuring lots of ace mini games.



NBA Jam 99 89%
PRICE £44.99
A solid basketball sim that looks cool and plays very well.



Pokémon Snap 87%
PRICE £44.99
Travel around Pokémon Island snapping wild critters. Addictive fun.



Roadsters 88%
PRICE £39.99
A very slick racer that's got some awesome cars and loads of speed.



Supercross 2000 85%
PRICE £44.99
It looks great, but the handling takes a bit of getting used to.



Vigilante 8 2nd Offence 88%
PRICE £39.99
A driving game with massive weapons. A bit crap in multiplayer.



Wetrix 88%
PRICE £39.99
A very original puzzler where you have to make lakes. Great gameplay.



Wipeout 64 87%
PRICE £44.99
Very playable N64 version of the futuristic racer. Looks ace.



World Driver Champ 87%
PRICE £39.99
A bit of a looker, but the handling isn't very forgiving. Stick with it.



Xena Warrior Princess 89%
PRICE £39.99
A very decent beat 'em up based on the TV series. Extremely playable.



Yoshi's Story 88%
PRICE £39.99
Super cute looking game where you're after baby Bowser.

Sales chart

Not only is Electronics Boutique giving us the red hot N64 top ten, the company's also giving every NOM reader a fiver off any of these games!

Cool! Just cut out this voucher on the right and hand it over at the Electronics Boutique counter when you buy your game. It's as simple as that.



Chart

- | | |
|--------------------------|------------------------------------|
| 1 Majora's Mask | 7 Star Wars Episode 1 Racer |
| 2 Pokémon Snap | 8 Goldeneye 007 |
| 3 Ocarina of Time | 9 Mario Party 2 |
| 4 Pokémon Stadium | 10 Donkey Kong 64 |
| 5 Perfect Dark | |
| 6 Mario Tennis | |

£5 off
any chart listed
N64 game!



For your local EB store, ring 0800 317778 free!

(1) This voucher gives you £5 off any top ten Nintendo 64 game listed here. You can only use it once. You can only use it at Electronics Boutique.
(2) It can't be swapped for cash.

(3) The voucher's valid 'til 9 February 2001.
(4) The voucher can't be used with any gift voucher purchase or when buying an N64 console/power up + pack.
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NINTENDO 64 Official tips



The Masters

- ✓ We solve all gaming problems. With us on your side you won't need anyone else
- ✓ All our cheats and guides are easy to use and guaranteed to work
- ✓ Contact us for the best tips, guides and cheats for the best games
- ✓ No rip off premium rate phone lines
- ✓ The Masters are happy to make you a better gamer. Phone us Monday to Friday 3.30 - 6.30pm on 020 7880 7474, or e-mail the.masters@ecm.emap.com

Legend of Zelda Majora's Mask



Essential items

If you're finding the latest Zelda epic hard going, it might be because you've missed an essential item on your travels.

Some, like the Fairy Bow, are there to put a little variety into Link's attacks but others, like the Camera, are vital if you want to progress further in the game. Check out how to get your mitts on them...

Adult Wallet



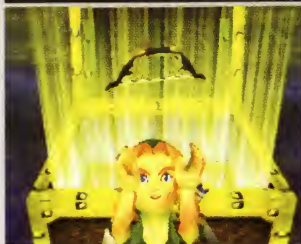
▲ Save up 200 or more Rupees and give them to the Banker to get the Adult Wallet, which allows our Link to carry loads more money around.

Hookshot



▲ The Hookshot is an essential item, which works like a grappling hook. You'll find it in the Pirate's Fortress, in the centre of the Gerudo Lagoon.

Fairy Bow



▲ Defeat Metal Dinolfos in the Woodfall Dungeon to get this ace Bow. To carry more Arrows, beat the record in the Clock Town shooting gallery.

Camera



▲ Find the Camera in the Poisoned Swamp by accepting the boat cruise and saving the Witch. You need it to take pics later on so be sure to get it.

San Francisco Rush 2049



FIRST EVER TIPS!

Greetings, cheating chums. Time to sit back and let the codes do all the hard work. You know it makes sense, gamers!

If you're sick and tired of racing to get the top times, take a nice relaxing break with these great passwords.

Type in these babies and the computer will think you've won the race in the first two sets. So enter these codes and put your feet up!

Beginner



▲ Track 2 BY1J08BWC YBFJD@CJD.
▲ Track 4 WX1J08EFC XBDWGTJYC.
▲ Track 3 BXGDXTJDB, TBHRCBJRBE.
▲ Track 5 MMGDXTJDB, KMDWBQBJXB.



▲ Track 6 WY1J08LTC 3MWDGDEBC.
▲ Track 7 B1J08MKAC @8WFLFD@MD.
▲ Track 8 W1J08EFTD, FXNWFWDQSD.
▲ Track 9 W1J08EFTD, FXNWFWDQSD.
▲ Now you can race wherever you want!

Intermediate



▲ These courses are a lot tougher.
▲ Track 2 CD@T3BHD YBFLJLWAC.
▲ Track 4 XC@T3EINB VBDQDC@ZC.
▲ Track 3 CC@T3DWRD LBCWFCO3C.
▲ Track 5 XB@T3JCEB, FMBECB@4C.
▲ Track 6 XD@T3LJTB, 28EKC3DWD.



▲ Track 7 CF@T3WKWB, 3WMLWLD@YMD.
▲ Track 8 XF@T3GLZB, HCKEMLFELD.
▲ Track 9 CC@T3BNA8, KXJWP@F@W.D.
▲ Track 10 XG@T3LPEB, MCBJRLGQAD.

Pokémon Puzzle League



FIRST EVER TIPS!

Had enough of Pokémon yet? No, we didn't think so. Neither have we! Here are a few bits to help you get the most out of this addictive game, without having to play all the way to the end to get the extras.

Mewtwo



▲ To skip straight to the awesome Mewtwo level, enter this code at the Trainer selection screen and the elusive critter's level will start. Hold down **Z** and then press **B**, **A**, **L**, **B**, **A**, **START**, **A**, **A** and **R**. Now make sure you beat him!

V Hard



▲ Too hard for the Hard level? Select your game and go to Game Settings. Then hold **Z**, press **L**, **L**, **A** and then **B**.

S Hard



▲ To unlock the S Hard mode, hold down **Z** and then press **R**, **L**, **A**, **B** at the difficulty selection screen.

Speed



▲ Top speed of 50 to slow for you? Enter this code at the Title screen. Hold **Z** and press **B**, **A**, **L**, **L**. Go to Marathon and, at the speed selection screen, you can set your speed up to 99.

Trainers



▲ Unlocking all the Trainers in two player mode requires two controllers. Hold down **L** + **R** + **Z** on both of them at the same time and all Trainers marked with a question mark will be available.

Mickey's Speedway USA

FIRST EVER TIPS!

The world's most famous mouse now stars in his very own racing game, and we've got the very first tips for it!

This game has loads of cool stuff to unlock as you progress. Want to discover some hidden characters and extra tracks? Read on!

Dewey



▲ To unlock Donald's nephew, Dewey, finish first in the first three circuits on the Amateur difficulty setting. You also need to win the three Cups.

Circuits



▲ To race in Yellowstone, Everglades, Malibu and Washington DC, win the first three circuits on the Professional setting, as well as winning the three Cups.

Louie

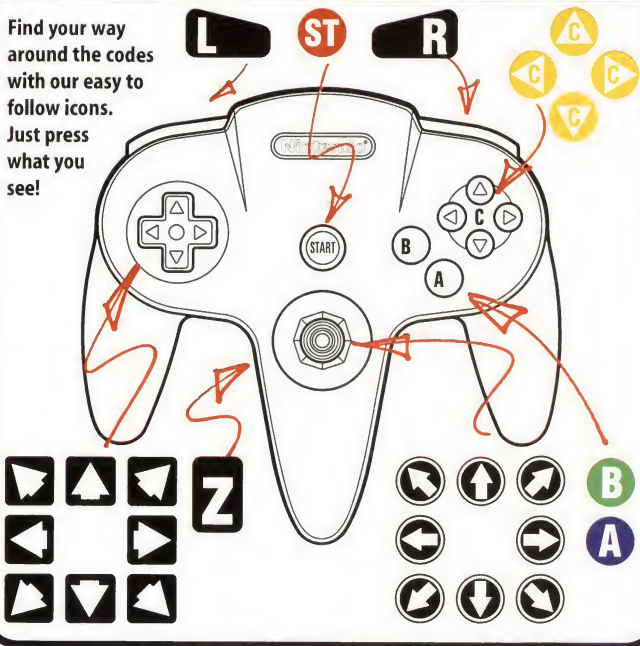


▲ To play as Dewey's brother, Louie, come first in each of the first three circuits on the Intermediate setting. You must also win the three Cups.



Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!

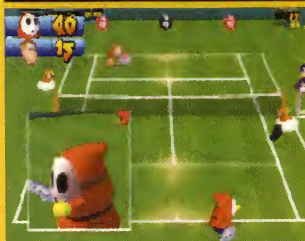


Official Nintendo Top 5 Tips

Are you looking for the best cheats for the best games? You've come to the right place, Nintendoids.

Here are the best tips for five Nintendo 64 games that are flying off the shelves this month. You should have one or all of these top games in your collection. And if you don't, what are you buying?!

Mario Tennis



Shy Guy

To get your mitts on this super cool dude, finish the Star Cup in Singles mode with any character. He'll then be available for you to select.



Donkey Kong Jr.

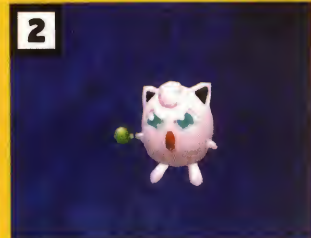
To unlock this hairy critter, simply finish Star Cup in Doubles mode with any character and you will be able to play as this banana bonkers ape boy.

Pokémon Snap



Jigglypuff microphone shot

Save the first Jigglypuff of the three that you encounter on the Cave Level, and then hit him with a Pester Ball.



When you do this, the Jigglypuff will pull a face and get out its microphone just like it does at the end of the level. Get snapping, Pokémaniacs.

Pokémon Stadium



Gossiping Pikachu

Use a hand reared Pikachu from your Pokémon Yellow cart and put him in your team. If you do this you'll find that the yellow peril will talk to you!

Perfect Dark



Secret Level

Finish the game on Agent setting to be rewarded with a new title screen and the excellent first secret level where you take on the role of Mr Blonde.

Donkey Kong 64

Full health

When any of the Kongs are low on health, all you have to do is simply jump into a Tag Barrel. You should then jump right back out and, hey presto, your Watermelon level will be fully restored. What a neat trick for all you Kongsters!

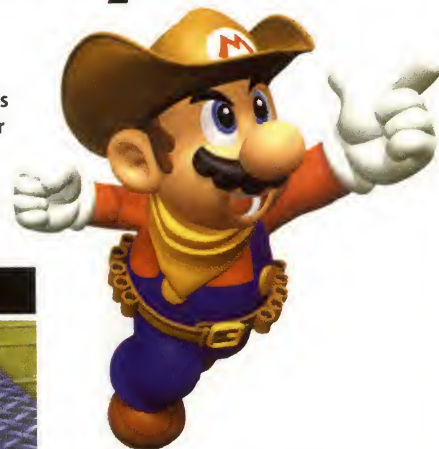


Mario Party 2

More Mario madness

It's hard to get bored of this awesome title. The fun just goes on and on so why not grab your mates and have a party!

This game is partly about luck. But now you can make Lady Luck work in your favour!



Taunt



Make your player shout and cheer to try to influence the throw of the dice by simply pressing **L**. This is fun rather than useful, but it'll make you laugh!

Easy Coins



To gain Coins with less effort, start a 60 turn game with four computer characters. Now sit back and leave the machine for a while. Before the final round you should change all the players into humans and you will get the Coins collected in the game.

Duck Dodgers

Atom finding fun

Blimey, this game is totally massive. Just when you think you've done it all, you have to think again.

Here are a few tips to get even more out of this tricky platformer.



1

I NEED ENERGY ATOMS!

If you have less than 100% of the fantastic cartoon Atoms, you still see a movie at the end. But get 100% and you'll see the game's true ending.



2

Luckily, after completing the game without the magical 100% you are allowed to save and go back to the game to discover the missing ones.

Mario Tennis

Serve like the professionals

Just like in real tennis, having a great serve is an essential ingredient to cooking up a storming victory.

Mario Tennis may look cute but, if you are going to be a champ, you need to start serving like Pete Sampras.

Topspin serve



▲ Just press **A** when the ball's at its highest point for the simple topspin serve. Although fairly weak, it is the only sure bet for getting the ball over the net.

Slice serve



▲ Press **B** for the powerful slice serve. It's fast, but it stays closer to the ground, which can make it hit the net. If it does, use a simple serve next to score an ace.

Power serve



▲ To perform this amazing serve, press **A** and **B** at the same time. If you do it correctly, it normally results in a thumping great ace. However, it's not that easy so be sure to practice hard.

▲ If you find this serve too hard, then practice by aiming the ball towards the centre of your opponent's T line. As Greg Rusedski knows only too well, a good serve takes patience and practice.

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- | | | | | | | | | | | | | | | | | | | | | |
|--|---|---|--|---|---|--------------------------|--|--|---|--|---|--|--|---|--|---|---|--|---|--|
| A-01
A Bug's Life
Aero Fighters Assault
Aero Gauge
Air Border 64
All Star Baseball 99
All Star Baseball 2000
All Star Baseball 2001
Armarines
Army Men Sarge's Her.
Automobili Lamborghini | B-02
Banjo Kazooie
Banjo Tootie
Battle Tanks
Battle Tanks Global Ass.
Battle Zone
Beetle Adventure Racing
Bio Freaks
Blast Cars
Body Harvest
Bamberman 64
Bamberman Hero
Buck Bumble
Bust a Move 2
Bust a Move 99 | C-03
California Speed
Carmageddon
Castlevania
Castlevania
Chameleon Twist
Chameleon Twist 2
Charlie Blasts Territory
Chopper Attack
Clayfighter 64
Cam. & Conq. 64
Cruis'n the World
Cruis'n USA
Cyber Tiger | D-04
Daikatana
Dark Rift
Deadly Aris
Destruction Derby 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duel Heroes
Duke Nukem 64
D. Nukem: Zero Hour | E-05
Earthworm Jim 3D
ECW Hardcore Revol.
Excite Bike 64
Extreme G 1
Extreme G 2 | F-06
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA 98
FIFA 99
Fighters Destiny
Fighting Force 2
Fisherman Bass Hunt 64
Flying Dragon
Farsaken
Fax Sports C. Haops 99
F-Zero X | G-07
Gauntlet Legends | H-08
Haxen
Hat Wheels T. Racing
Hybrid Heaven | I-09
Iggy's Reckin Balls
In-Fisherman Bass H. 64
Int. Super Soccer
Int. Track & Field 2000
ISS 98 | J-10
Jeopardy
Jet Force Gemini
Jikkayu World Soccer
J-League 11 Beat 97 | K-11
K. Griffey Jnrs. Slugfest
Killer Instinct Gold
Knife Edge: Nose Gun.
Knockout Kings 2000
K. Bryant in NBA Court. | L-12
Lega Racers
Lode Runner 3D
Lylat Wars | M-13
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball
Majora's Mask
Mario 64
Mario Golf
Mario Karts
Mario Party
Mario Party 2
Micro Machines
M. Piazza's Strike Zone
Mila's Astra Lanas
Mischiefs Makers
Mission Impossible
Monopoly
Monster Truck Mad. 64
Mortal Kombat 4
M. Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi-Racing Champ.
Mystical Ninja
Mystical Ninja 2 | N-14
Nagano Olymp. Hockey
Nagano Wint. Olympics
Nascar Racing 99
NBA Courtside
NBA Hangtime
NBA Jam 99
NBA Live 99
NBA Live 2000
NBA Zone 98
New Tetris
NFL Blitz
NFL Blitz 2000
NFL Quarterback 98
NFL Q'back Club 99
NFL Q'back Club 2000 | O-15
Ocarina of Time
Off-Road Challenge
Olympic Hockey 98
Operation Winback | P-16
Paper Boy
Penny Racers
Perfect Dark
Perfect Striker
Pilot Wings
Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3
Premier Manager 64
Pro Baseball King
Puyo Puyo Sun 64 | Q-17
Quake 2
Quake 64
Quest 64 | R-18
Rainbow 6
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Rayman 2
Ready 2 Rumble Boxing
Resident Evil 2
Revolt
Ridge Racer 64
Roadsters
Robotron 64
Rugrats: Scavenger Hunt
Rush 2 Ext. Racing USA | S-19
S.C.A.R.S4
San Francisco Rush
Shadowgate 64
Shadowman
Shadows of the Empire
SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
South Park Rally
Space Dynamites
Space Station: S. Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squad.
Super Man
Super Mario
Super Rabat Spirits
Super Smash Brothers
Supercross 2000 | T-20
Tarzan
1080 Snowboarding
Tetrisphere
The World Is Not Enough
Tanic Trouble
Tany Hawk's
Tap Gear Overdrive
Tap Gear Rally
Tap Gear Rally 2 | Toy Story 2
Triple Play 2000
Turok - Rage Wars
Turok 1
Turok 2
Turok 3
Twisted Edge S'boarding
U-21
Universal Tour
V-22
Vigilante 8
Vigilante 8 2nd Offence
Virtual Chess 64
Virtual Pool 64
V-Rally 99 Edition
W-23
Waialae Country Club
War Gods
Wave Race
W. Gretzky's 3D Hockey
W. Gretzky's 3D H. 98
WCW Mayhem
WCW Nitro
WCW/nWo Revenge
WCW vs nWo W. Tour
Wetrix
Winback: Covert Ops
Wipeout 64
World Cup '98
World Driver Champ.
WWF Attitude
WWF No Mercy
WWF War Zone
WWF W'mania 2000
X-24
Xena Warrior Princess
Xg2
Y-25
Yoshi's Story
Z-26
Zelda |
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YOUR TIPS



It seems that I am not the only cheater out there. Check out these sneaky hints, sent in by fellow gamers.

Write in Send in your tips and you could win a cool transparent Mako Pad. Wicked!



INTERACT

Send in your tips and you could win a fab 'n' groovy prize. Or if you're stuck on a game, write in. The mysterious Masters are here to solve all your gaming problems.

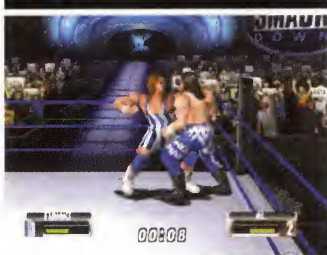
WWF No Mercy

WARIO'S WINNER
Davor Kirac,
London

Hidden characters

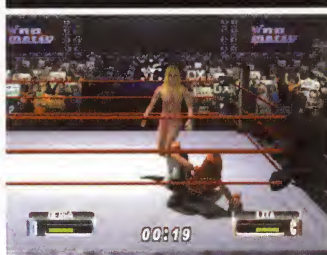
Davor is a complete WWF fanatic. He was messing around with the game when he found some hidden fighters, lurking in an unusual place. Well done, Davor. You must have been playing for ages to discover these!

Funaki



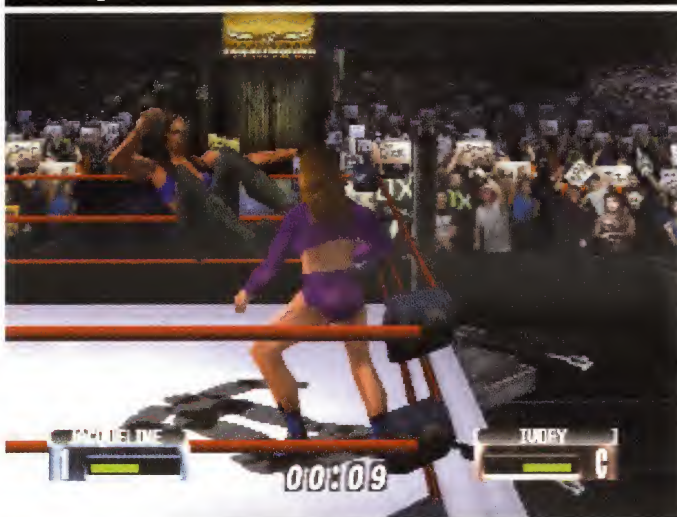
▲ To unlock this great wrestler, simply highlight Taka on the Character Select screen. Press ▶ as if you were changing costumes to reveal Funaki. Press ▶ two more times to get his extra costume.

Debra



▲ Use the same method to unlock Debra, only this time you must highlight Terri instead of Taka. Press ▶ to access this total dream babe of wrestling and then go knock some heads together. She's brutal!

Jacqueline



▲ To unlock this hidden fighting babe, highlight Ivory on the Character Select screen. Again, press ▶ as if you were changing costumes to reveal the lovely Jacqueline.

Rainbow Six

WARIO'S WINNER
Hamid Nadeem,
Leeds

Crystal clear vision

Are you fed up not being able to see after letting off a Flashbang? Hamid Nadeem has come up with a brilliant way round it. It's something that will give you the edge over your enemy, so try it out!



▲ Sometimes Flashbangs blind both you and your target. To avoid that dizzy, blurring effect which can hamper your mission, just wear your Night Vision Goggles at all times and your sight will be unaffected.

Majora's Mask

WARIO'S WINNER
Sean Bannister,
Cardiff

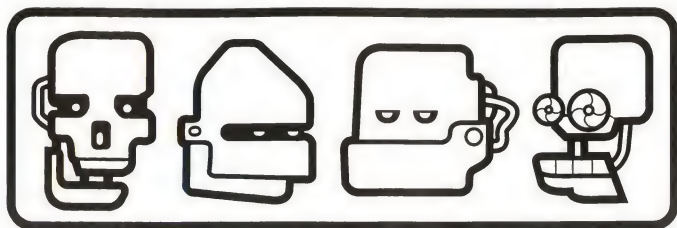
Sneaky Link

Nintendoid Sean Bannister, loves sneaking around so much that he's even been trying to do it in Majora's Mask!

He's discovered that being stealthy has its rewards. So now you can make Link practically invisible just by following our Sean's top tips.



◀ It's not just the Gerudo Guards who can't see Link when he's wearing the Stone Corro Mask. Most of the enemies you encounter will miss you if your wearing it, too. So be sure to put it on!



The Masters

The Masters were born with a controller in their hands and with a mission to help gamers in need, so write in!

Super Smash Bros.

I've found Captain Falcon, Luigi and Jigglypuff but so far I haven't been able to find the last secret character. My mates say that it must be Banjo or Wario. Who is the final Super Smash Bros. character, and how do I get them? It'll make my gaming life just perfect.

Jamie Purvis, Scotland

■ I'm afraid that your mates are wrong, Jamie. The final character is actually called Ness. To unlock him, you have to beat the single player game on Normal setting with any character. You must finish with three lives and you're not allowed any continues. When you've done this, you get to fight Ness. Win and you'll find he's there for you to select.

Pokémon Yellow

My friend told me that you can get Mew on Pokémon Yellow. I consider myself to be a Pokémon expert but have yet to find Mew anywhere in the game. Please can you help me make my collection complete. I'm a real Pokénut.

Allie Gomez, Croydon

■ Oh dear, Allie. Believe it or not, the Masters get asked this question almost every day, and unfortunately we have to disappoint someone yet again. You can't catch a Mew for your Pokédex in ANY Pokémon game. You can only win a Mew of your very own by beating a Pokémon Master at a Tour event. To find out your nearest Pokémon Tour 2001 event, check out Pokémon Centre on p82.

Pokémon Stadium

I'm at the Elite Four Castle at the end of round one, but I can't get past the fourth trainer, Lance. Help!

Daniel Watney, Gravesend

■ Lance uses mostly Flying Types, so pick an Electric critter like Raichu. This critter will also be effective against his Water Type. You should pack a Water critter in your team to beat his Charizard and Aerodactyl too. Starmie would be a good choice as it is both a Water and Psychic Type with an Electric attack. How versatile!



▲ Swipe away at the fairies and get your grubby mitts on a new bottle!

Legend of Zelda Ocarina of Time

I've heard that you can somehow get more bottles in the game if you're running low. Please tell me if this is true and how to do it 'cos all of my bottles are full of good stuff like Lon Lon Milk.

Hannah Mattheson, Dundee

■ Yes it is possible, Hannah. Equip any useless item that you don't want and swipe at a fairy. Half way through your swipe, quickly switch to your inventory and equip a bottle. If you do this at exactly the right moment, the item turns into an empty bottle.

Turok 3 Shadow of Oblivion

I've reached Alpha Fireborn, but I can't defeat him. I've shot the lava ball on the ceiling but it reappears when I am trying to kill the small Fireborns. I just keep dying!

Marcus Andrews, Swansea

■ You were right to shoot the ball as this makes the lava solid and stops Alpha regenerating. You must stop the small Fireborns hitting it 'cos it will break and reappear on the ceiling. Once you've shot it down, shoot Alpha Fireborn with the Grenade Launcher whilst keeping an eye on his smaller pals. If they get near the lava ball, shoot them with the Assault Rifle. Keep strafing, too!



▲ Alpha Fireborn is rock hard. Strafe as you shoot and victory will be yours!

Write in!

Hands up who wants to win some top Nintendo gear?

It's easy! Just drop us a line with your top tip, quessie answer or a new way to play, and you could be the proud owner of an awesome N64 prize. Write to us at...

Your Tips, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

New Wayz To Play!

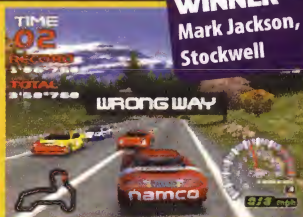
Finished a game? Totally bored of it? Then breathe new life into your old favourites by reinventing the way that you play!

Ridge Racer 64, Back Drive

WARIO'S WINNER
Mark Jackson, Stockwell



▲ Find a friend and start a Quick Play mode. As soon as the game starts, force your car to turn around until the words 'Wrong Way' appear on the screen.



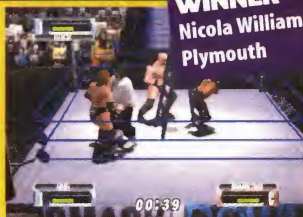
▲ You should then take it in turns. The player who hits the most cars within the time limit is the winner. Hitting the same car twice doesn't count.

WWF No Mercy, Two Step

WARIO'S WINNER
Nicola Williams, Plymouth



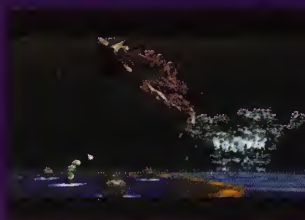
▲ Start a Ladder Match with four friends using the Tag Team option. Fetch the Ladder from the crowd and drop it on the floor, in between the two teams.



▲ To win the game you must set up the Ladder anywhere in the arena, and take two steps up it. That scores one point. The first team to five wins the game.

Can You Help?

Can't kill that final boss? Don't know which way to turn? Send your gaming problems to us and we'll ask the Nintendo nation for help.



▲ **Majora's Mask**
Can you tell me how to defeat Gryorg in Majora's Mask?

Tim Smith, Birmingham

■ Tony Jameson from Newcastle has answered your call. Stand on the platform but make sure you're away from the edge. As normal Link, fire Arrows at Gryorg to stun him. Transform into Zora Link and ram with your Shield. Back to the platform and repeat the process.



▲ **Resident Evil 2**
I can't find Hunk's mini game anywhere. Please help me 'cos I love this gory game.

Guy Grinner, London

■ It's up to you now, Nintendoids. Can you help poor Guy see his way through the gloom of Raccoon City and emerge into the sunlight of gaming glory? If you can help him you will receive a nifty Nintendo prize for your trouble.

Your Scores



Now it's your chance to prove who's the N64 daddy, and win yourself an official controller in the process!



This month's tough challenges

1 Speedway USA

Grand Canyon, fastest lap time

Come on, Disney drivers! Send us a pic of the results screen.



▲ On your marks, get set, go!

Find the shortcut on the Grand Canyon course to shave seconds from your fastest lap time.

2 WWF No Mercy

Ladder Match versus The Rock, fastest time

Choose any character, but be the quickest up the Ladder.



▲ Be the first to grab the prize.

Try putting The Rock in the Tree of Woe to improve your chances of getting to the top.

3 Puzzle League

Time Challenge, 2D, first level, Hard setting

Send in your fastest time to be in with a chance, Pokémaniacs.



▲ Rack up those combos.

Make chains of at least four or more if you want your high score to top our league.

4 Perfect Dark

Area 51 Rescue, kill 30 guards, fastest time

Send us a pic of the results screen to prove your score and time.



▲ Sharp shooters rule the world!

Run around, disposing of anything that so much as even twitches in your direction.

The results in full

International Track and Field

Long jump event, furthest leap

Here are the latest medal contenders. Derek Olagh takes Gold!

1. Derek Olagh, London	9.42m
2. Aasim Ali, London	9.40m
2. Tony Dunster, London	9.40m
2. Michael Ward, Watford	9.40m
5. Mark Dunster, London	9.39m
5. Steve Eastman, Bristol	9.39m
5. Matthew Love, London	9.39m
8. Charles Overton, Kelmscott	9.37m
9. Nafiz Sabur, Bedfordshire	9.36m
10. Steve Barnes, West Sussex	9.31m

Perfect Dark

Area 51 Escape, fastest time, Agent

Well done, Glen. We would have trouble beating your score ourselves.

1. Glen Werton, Stokehill	2:49
2. Jayesh Singh, London	2:51
3. Jamie Stirzaker, Elswick	2:56
4. Will McLaven, Humber	2:58
5. Nigel Fairweather, Oxford	3:01
6. Arif Mollah, Lancashire	3:03
7. Jon Phillips, Ipswich	3:09
8. Jay Poon, Kingston	3:12
9. Travis Penery, Worcester	3:13
10. Mark Elliot, Barnes	3:15

Lego Racers

Fastest time, Magma Moon Mountain

This one has been running for a while now and here is the latest update...

1. Sean Dadie, Essex	1r13.25
2. Colin Catmur, Leeds	1:13.65
3. Troy Charles, Plymouth	1:15.25
4. David Hawley, Whitehaven	1:16.80
5. Sammy Hutchison, Weston Super Mare	1:19.25
6. Robert Carlisle, Dumfries	1:19.80
7. Tony Linthwaite, SE London	1:20.55
8. Hector Wheeler, Welwyn Garden City	1:22.65
9. Nicholas Fordham, Bristol	1:24.55
10. Clive Yates, Fareham	1:24.60

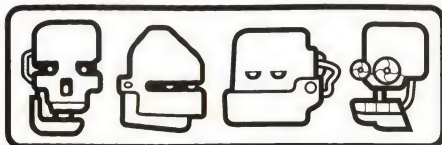
Super Smash Bros.

Fastest time, Bonus Practice 1

You'd have to be brilliant to beat Leon Hendik's fastest time!

1. Leon Hendik, London	0011:17
2. Colin Johanson, Birmingham	0011:35
3. John Mari, Co Durham	0011:39
4. Luke Brown, Worcester	0011:47
5. Jan Erik Spanberg, Sweden	0011:55
6. Jonathan Wright, Coulsden	0012:77
7. James Smith, London	0012:79
8. Tim Williams, Isle of Wight	0012:90
9. Jack Barnaby, London	0013:04
10. Michael Housden, Cheshire	0013:17





The Masters



Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. Yet we keep on getting entries from filthy cheaters.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

What to do

You can enter any of the Challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

- 1 Pick your challenge, slam on the N64 and get your high score or time.
- 2 Take a picture of the TV screen with no flash. Taking it at an angle with the curtains drawn will help. Or videotape your entry.
- 3 Write your name, address and score both on the photo or videotape and on a separate piece of paper.
- 4 Tell us how you scored your best time. We may well print your top tip.
- 5 Also, pop in a recent snap of you looking daft.
- 6 Now post it to...

**Your Scores, NOM,
Angel House, 338-346
Goswell Road, London
EC1V 7QP.**

- 7 Buy the mag to see if you've made it to our Hall of Fame.
- 8 Go on about your victory until you alienate all of your friends.

Points win prizes!

If your score comes top of one of our leagues, you'll win a fantastic official Nintendo Controller Pad or Rumble Pak. Super.

Mega Challenge!



▲ We invited the top four entrants in Rare's Perfect Dark Mega Challenge to our offices. They all came with one aim, to leave as the victor...

The results

A while back, Rare set a Mega Challenge for the awesome Perfect Dark, and we were snowed under with your entries. In fact, it was one of the most popular Mega Challenges we've ever set!

As ever, the top four people in the country were invited to NOM Towers in the heart of old London Town, ready to prove their worth. Each one hoped to leave with their bags bulging full of some top goodies.

All four knew that, to emerge victorious, they'd have to play the best game of their lives, and live with the intense pressure that surrounds every Mega Challenge. To find out who won, turn the page...

WHO WON?

Turn over to find out

The Challenge

Storm clouds gathered, welcoming the finalists of the Perfect Dark Mega Challenge to NOM Towers, and a shot at the big prize.

Our intrepid agents had proved themselves to be top notch Perfect Dark players by posting lightning quick times in the dataDyne Central Extraction level. Now it was time to see who was the king of the deathmatch...

► They came, they saw, and they got on like a house on fire.



The contenders



Peter Barret

Lives in Lurgan, Northern Ireland
Deathmatch character

Mr Blond

Quote of the day

Who was that trying to kill me? Oh no, not you! You pug!



Ben Gooch

Lives in Tamworth, Staffordshire
Deathmatch character

Trent Easton

Quote of the day

Damn, I'm out of ammo, I'm out of ammo! This is intense!



Patrick King

Lives in Coventry, Warwickshire
Deathmatch character

Joanna Dark

Quote of the day

Oh no! What's going on? I still haven't had a single kill yet!



Stephen Bowler

Lives in Ilkeston, Derbyshire
Deathmatch character

Dinner Jacket

Quote of the day

Is everyone trying to kill me? I'm gonna have to punch someone now!

The Mega Final

With the practice games over with, it was time to see who would stake their claim to be the UK's best Perfect Dark deathmatch player.

The rules of the final were simple. The match would be ten minutes long and take place in the Temple, with Radar, one shot one kill and Laser weapons. With an atmosphere that you could cut with a knife, the match began...

After a very cagey start, first blood went to Ben. Once the first kill was registered, all hell broke loose as all four seized the initiative, desperate to emerge the winner.

Before long, Stephen took the lead with some nifty foot work and a deadly eye for the target. Peter did his best to keep up with Stephen, but he was just too hot. Game to Stephen!

► Huddled on NOM's highly sprung gaming couch, the battle intensified. Shots were traded and lives were lost.



▲ It may only be a game, but these guys take it very, very seriously.



The prizes



▲ Stephen won, and doesn't he seem pleased with himself! Not surprising, considering his prizes!

Let's get it on

Before the Mega Challenge started, we treated the finalists to a taste of two hot new N64 titles, *WWF No Mercy* and *Mickey's Speedway USA*. They went down like a banana at a chimp's birthday party!

Once that was over, we allowed the magnificent four to get their aim with two practice deathmatches. Stephen walked away with the first, while Peter took the second. But then it was time for the real deal...



▲ The early practice matches were dominated by Stephen and Peter who were both ace players.



▲ Peter took the second practice match, and didn't the others look totally gutted. It's only a practice!

Stephen was a worthy winner. There were no sour grapes from the other finalists!

No one goes home empty handed from a Mega Challenge, and our squad of sharp shooters left with NOM T-shirts, Rumble Paks, memory cards, magazines and N64 controllers. Stephen also won three N64 games of his choice. And pretty chuffed he was, too!

▼ They were a great bunch of lads, and really good sports. Could it be you on the sofa next time?



Mega Challenge!

By popular demand, Rare has set another Perfect Dark Mega Challenge. Think you're the ultimate secret agent? Then read on...



Mega Challenge

The new Rare Mega Challenge will take place on the *Crash Site Confrontation* level, using any difficulty setting you want.

What you have to do

To be in with a chance of winning this Mega Challenge, you must dash around the *Crash Site Confrontation* level killing as many dataDyne guards as possible in five minutes. Head shots count as two kills, so accuracy combined with speed are essential.

If you think you're up to it, then send a photo of the Mission Complete screen, along with your name and number, to enter.



The Mega Final

The final will consist of the top four contenders. These Perfect players will be invited to NOM Towers for a duel to the death in the multiplayer arena of our choice. As always, Nintendo Official Magazine will set the rules for the Mega Challenge Final. So if you want to win some fab prizes, you'd better start getting some practice in.



If you don't want to look a fool in the Mega Final, make sure you practise hard on the multiplayer levels too. It's good to play your mates, not just the computer.

You must remember to include a phone number. If we can't contact you, you'll forfeit your place in the final. And leave Saturday 20 January 2001 free!



Closing date and rules

- 1) The closing date for Rare Mega Challenge entries is Friday 5 January 2001.
- 2) The grand Mega Challenge final will take place on Saturday 20 January 2001.
- 3) For the final contest itself, we set the rules! No squabbling now!
- 4) Finalists who cannot make the stated date will be disqualified and their place in the final will be given to the fifth place entry.
- 5) The decision of the magazine is always final. End of story.



Legend of Zelda Majora's Mask



Epic Adventure Guide Part 2

Link is now well into his quest to save Termina from a lunar disaster. But the action's really started to heat up so you'd better have your wits about you!

Contents

Adventuring antics

- ✓ Great Bay Dungeon
- ✓ Ikana Canyon
- ✓ Kafei and Anju
- ✓ Ikana Dungeon
- ✓ Rockville Cliff
- ✓ Stone Tower Dungeon
- ✓ Mini dungeons
- ✓ Majora's Mask

Link's Quests

- Issue 94 News
- Issue 96 Big Game
- Issue 99 Review
- Issue 100 Guide Part 1

WE SAID "Stunning battles and a gripping storyline ensure that this will be a class act."

Great Bay Dungeon

Compared to the other dungeons you've been to so far, Great Bay requires a great deal of thought.

It is also home to one of the hardest bosses in the game, so you'll need to be on your toes! Here's how to get through it...



▲ Warp to Owl Statue at Zora Hole and play the Bossanova of Sea's Roar in front of Ruto to summon turtle. Hookshot to the palm trees and climb onto his back.



▲ Go in the door directly in front of you. Jump in the water and swim to the right hand corner. As Zora Link, sink down to the underwater turnstile and give it a good tug.



▲ Back at the entrance, jump on the right hand elevator and kill the Skulltulas. Leap on the fountain, jump to the next platform and enter the next hallway.



▲ The hallway where you find yourself is the core of the dungeon. Every major room can be reached from here so remember it well. Dive down, working with the current to enter the yellow corridor. Follow it to a rectangular room.



▲ Kill all the Skelefish you come across and climb up onto the red platform. Hookshot over to the treasure chest and open it to get the Dungeon Map. You'll need it! Dive down into the water and find the next corridor.

Get the Compass

Don't worry if you haven't got a clue what's going on here.

Everything makes sense soon. And the first mini boss is coming up, too!



▲ Boomerang the two Dexiehands before entering the tunnel as they can inflict a lot of damage. In the next room, kill the Deku Babas to reveal a fairy. Enter the door.



▲ Shoot the Bombchu with an Arrow, then Hookshot over to the chest containing the Compass. Don't try to kill the Bombchus by hand or you'll be blown off the ledge.



▲ Kill Dexiehand with Arrows, dive down to chest to get a small key. Remember the way to this room, you need to come back later. Now swim back to the central room.



▲ Take passage at bottom. Swim through next hallway and climb up red pipe. Kill Bombchu with Arrows and enter door. Kill Bloober, then open the door and look up.

Wart mini boss

The next mini boss is tough 'cos he's guarding the Ice Arrows.

You'll need to equip Bombs, Fire Arrows and the Hookshot. Good luck!



▲ Use Fire Arrows for boss and kill as many blobs as you can. When Magic Meter runs out, throw Bombs at blobs.



▲ If there are still blobs surrounding him, use Hookshot to pull 'em off one by one. Hit the eye as much as possible, too.



▲ When all blobs gone he charges at you. Slash him if his eye's open. If it's closed, use your Shield to block his attack.

Gekkho mini boss

Your newly acquired Ice Arrows come in extremely handy here.

But first you must make your way to the boss room using yet another new technique. You've got to learn how to make platforms by freezing water! Does your brain hurt from all this learning it's doing?



1 Go to room where you got Compass. Stand on first lily pad. Use Ice Arrows to make platforms over to the door. Use Fire Arrows to melt the door. Chop the icicles to get magic and health.



2 The Gekkho fight here is very similar to your fight in the Woodfall Dungeon. Slash him to make him call for help. This time, however, he will try and suck you into a big green blob. Yuck!



3 If the blob sucks you in, Gekkho will punch you, draining energy. While the blob is on the ceiling, use an Ice Arrow to freeze it and make it shatter.



4 Slash the boss to make him call for help again, and repeat process. It takes only a few attacks before Gekkho is defeated. Get Boss Key from next room.

A change of direction

In order to reach the dungeon's boss, Link must reverse the flow of water in the central room and stop a massive propeller with an Ice Arrow.

It's all go for our green suited hero, isn't it?



1 The red pump in the right hand corner will be spraying water by now. Use your Hookshot on the target you can see above it. Jump from the water jet to the next turnstile and pull it, just like you did before.



2 Go to the yellow turnstile on the other side of the room. Pull it and the water current in the central room will be reversed. Make your way to the central room, and take the hallway at the bottom.



3 Climb up the green pipe and pull the turnstile. You will access the boss from this room later, but first activate the water jet. Now enter the other previously inaccessible hallway in the central room.



4 Jump from the elevator in the corner to the pipe, and then to next elevator which takes you to another platform. Freeze waterfall in the corner to stop the rotating blades. Time it so the blades stop at the same level as your platform.



5 Enter the next room by crossing the blades. Stand on the seesaw furthest from the entrance. Melt the ice on the ceiling above the other end. Jump to the next one, and repeat. Pull the last turnstile. The boss is now accessible.



6 Go to the room with the green pipe and turnstile. The water jet will be spraying water now. Use the fountain to jump to the boss door. Make sure that you have plenty of health saved up to fight this next boss. He's a bit scary.

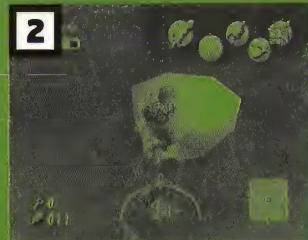
Ice, ice baby

When Link gets a new toy he doesn't stop using it, does he?

It seems that there is something to freeze in nearly every room and doing so is usually vital for Link to continue.



1 Go back to the central room and jump on the rotating blades above the water. Freeze the waterfall covering a ladder and jump over to it. Climb it to reach the next room.



2 Hookshot over to the barrel, and kill the blue Tektite. Freeze your way to the next platform and pull the turnstile. Now make your way to the room where you got the Dungeon Map.



3 From the chest, freeze your way to the next door. Lure the Blooper near the platform in the centre, and use an Arrow to turn him into a block of ice. Now you can use the block to jump onto the platform and pull the turnstile.



4 In the room before the Wart mini boss, freeze the Octorock when he jumps to turn him into a massive ice block. Use him to jump to the next turnstile and give it a good tug. Now make your way back to the first room.

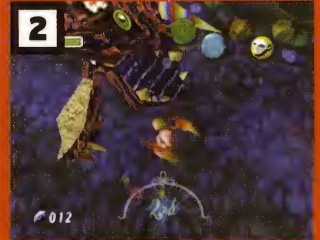
Gyorg

How fitting for an underwater dungeon, a big fish for a boss!

Sadly, they don't make nets big enough for this kind of catch, so Zora Link is going to have to get his feet wet to get past him.



1 Stay underwater and target Gyorg with Zora Link's Boomerang attack to stun him. Quickly dive underwater when he's dazed, use Zora's Energy Force Field. Repeat the process to defeat him.



2 Sounds easy? Think again. Gyorg has some nasty surprises up his sleeve, one of which is to swallow you. Swim round the platform each time you hit him and try to stun Gyorg from behind.



3 His other surprise is to summon a swarm of armoured fish to ram you. Each fish removes a quarter of your health and, because of the size of the swarm, the damage inflicted can be massive. Nasty, or what?



4 The armoured fish drop Hearts when defeated, so make sure you collect as many as possible. You'll need 'em! When you defeat Gyorg, grab the Heart Container and step into the teleporter to get the Gyorg Mask. Phew!

Side quests

Complete these to get another Heart Piece and another ace Mask. Getting the Chairman Mask is fun! Just wait until you see Link's band!



▲ Find the waterfall on the second map of Great Bay. Turn into Zora Link and dive down to the bottom of the pool. Kill the enemy here to get a Heart Piece.

▶ Find correct light and play melody underneath. Talk to the Zora as Deku Link to learn another tune and play it under the right light. Repeat with Goron and Zora Link.



▲ To get the Chairman Mask, go to the Milk Bar at 10pm wearing the Romany Mask. Talk to the Zora there as Normal Link and you will learn a short piece of music.

Catch 30 more Skulltulas

There's a second set of Golden Skulltulas near Woodfall Dungeon. You'll need a Deku Stick, two Magic Beans and a bottle.



▲ Use a Deku Stick to burn open the web and enter the cave. Talk to the cursed man. Break the curse by collecting all the spider tokens.



▲ First is in a jar next to ledge. Second is in water below. Use your Hookshot to kill one on pillar. Find room with rock inside. Bomb it to find a Bean Hole.



▲ Plant and water Magic Bean. Kill spider at top of beanstalk. Climb ladder and use Rabbit Hood to jump onto the pillar in the centre. Kill spider there.



▲ Goron Punch boxes for two more. Climb ladder on the side wall, find spider behind the torch. Enter door, look on each pillar to find another spider.



▲ Hookshot spider on the wall then launch to the ledge on the left for another. Lift stone and catch some bugs in a jar. Exit and hit the switch.



▲ Hookshot spider on pillar and climb ladder. Plant Magic Bean and ride stalk for another. Look in the beehive on the ceiling, too.



▲ Walk to tree in centre and Goron Stomp it. Kill spiders that fall out and shoot beehive to release another spider. Some may fall into the grass.

Catch 30 Skulltulas

To get a Big Wallet which lets you carry 500 Rupees, collect 30 Golden Skulltula statues and give them to the person at the entrance of the Great Bay house on the first day.

If the room you're in is quiet then you have collected all the Skulltulas.



▲ Find the house on the first map of Great Bay. Bomb open the wall and slide down the passage. You'll require the Hookshot to collect spiders and Fire Arrows to burn through cobwebs.



▲ Many spiders are hiding in pots. Goron Link gets them out by stomping the ground next to it. Check all the wooden beams. Goron Stomp table to release the ones behind the chandelier.



◀ You can climb up one bookshelf in the library. Push shelves for another spider. Shoot any picture frames in the house. One room has a false ceiling which you can Hookshot up to.



▲ Go to room with the big pots. There is a spider in the set of jars in the corner. Slash the wall that's covered with a green plant to find a spider.



▲ Wear Goron Mask and hit pots 'til two more come out. Kill 'em and collect the tokens. There are another two spiders in the beehives on the ceiling.



▲ There are three hidden ones in the main room. You will need to release three lots of bugs wherever you see a patch of soil on the wall. Spiders fly out.



▲ Go back to cursed spider in first room, who'll be human again. Your reward is the Mask of Truth, which allows you to talk to Gossip Stones.

The Skeleton Captain

This section brings you face to face with a massive skeleton and rewards you with the awesome Captain's Mask.

But you're going to have to work hard if you want to get it.



1 Take east exit of Clock Town, and ride Epona, jumping over fences. Find the graveyard. Ignore the Keese, only kill them if you have to. Find Big Skeleton and play Sonata of Awakening. Prepare for battle.



2 What tactics does the Captain use? He runs, the coward! Chase after him, firing Arrows to slow him down. When flames block your path, slash the mini skeletons to disperse the flames.

▶ When you catch up with the Captain, slash him to start the real fight. One of his tactics is to stomp you. Simply keep hitting his shins. After a bit of effort the location of the Captain's Mask will be revealed. Then all you have to do is pick it up. Cool!



A storm brewing

Link does a bit of tomb raiding in this part of the game and, for his efforts, our hero is rewarded with the Song of Storms.

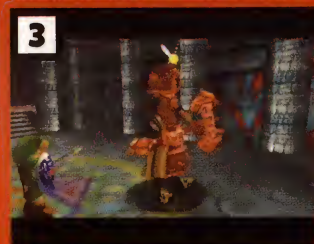
But first he must defeat Iron Knuckle. Here's how...



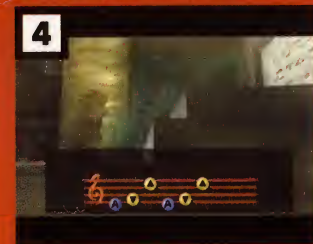
1 After the Captain is defeated, wait 'til the first night and go back to the first map of the graveyard. Wear Captain's Mask and talk to the mini skeletons running round the tombstone.



2 Tell them to destroy the tomb and jump down. Leap across the platforms and kill all the Keese. Light all the torches in the next room with Fire Arrows to unlock the door.



3 Iron Knuckle's your next boss. He looks tough, but he's a walkover. Just crouch behind your Shield and smack his legs. After a few hits he will lose his armour and eventually keel over.



4 After you've defeated Iron Knuckle, a ghost will appear next to the stone at the back of the room. Target the stone to learn the Song of Storms which you will use later to make a little rain.

Garro Mask

It's up to Link's trusty steed to win the day for our hero.

Epona helps to win the Garro Mask, but only if you're a good rider.



1 Head back to Milk Road and find the ranch on the left hand side. Talk to the man and he will challenge you to a race that costs 10 Rupees.



2 This is a hard race. Use only two to three carrots at first. When you reach the final corner, use every carrot available to you to spur Epona into the lead.



3 Win the race to get the Garro Mask. Put it on and go back to where you got the Stone Corro Mask. Talk to the man sitting on the cliff.



4 He will vanish leaving a tree for you to Hookshot. Run past rolling boulders and Bomb Rock Monsters. Welcome to Ikana Canyon! Follow the ledge while wearing Garro Mask to face a mini boss.



5 When the fight starts with the mini boss, he will trap you in a ring of fire. Don't panic! He's easy to kill. Ignore his swordplay and wade in with your own attacks. Defeat him to continue.



6 Go back to the first area and freeze the Octorocks with Ice Arrows. Use them to jump to the next ledge. Hookshot your way up 'til you reach the Owl Statue. Hit it.

Ikana Canyon

In the next part of his quest, Link helps a girl and her father.

Make sure that you're quick when playing the Song of Healing or the little girl will throw you out of the house.



1 Run past Gibdos and up left ramp. Find the empty riverbed and enter cave. Play the Song of Storms to wash away the Gibdos, and make the Music House play tunes again.



2 Go to Music House and open the door. A small girl may kick you out. If she does, walk to the right of the house until she emerges. Wait 'til she is far away before entering.



3 Go to basement and open the cupboard. A man in bandages will stumble out. Play the Song of Healing for him to receive the Mask of Gibdo, which lets you talk to Gibdos.

The dried well of Ikana

When is a well, not a well? When it's home to a family of Gibdos!
When Link has finished trading, you'll find the Mirror Shield.



1
▲ Bring Milk from the ranch, ten Deku Nuts, five Magic Beans, ten Bombs, a fish in a bottle (which you can get in the Inn) as well as an empty bottle.



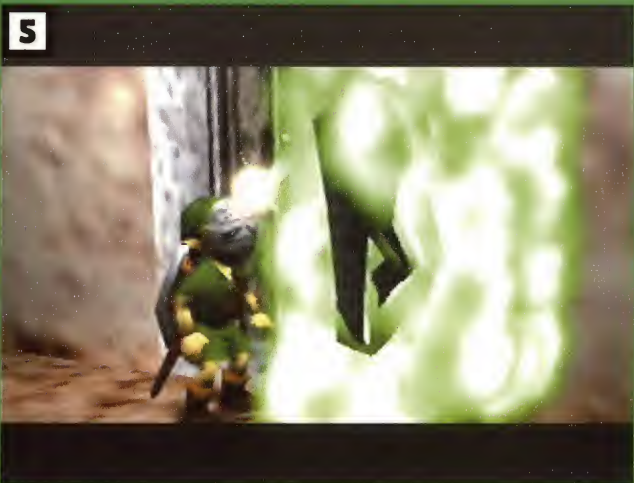
2
▲ Stock up on fairies and find the giant hole in the ground in Ikana Canyon. Put on the Mask of Gibdo and climb down. Remember to keep it on at all times.



3
▲ First Gibdo is right of entrance. Give him the Magic Beans. Next Gibdo wants Deku Nuts and another wants Bombs.



4
▲ Kill Big Poe with Arrows. Catch flame in a bottle. Return to Deku Nut Gibdo and give fish to the other Gibdo here.



5
▲ Run through the next area to avoid the baddies who drop from the ceiling and throw you out of the well. Find the Gibdo and give him the Big Poe flame.



6
▲ Run past the spiked obstacles. The last Gibdo wants Milk. Give it to him to find a brightly lit room. Light all the torches with Fire Arrows to get the Mirror Shield. Save.

Kafei and Anju

In the next part of his quest, Link has to play Cupid by helping Kafei and Anju to get married. It will earn him four Masks and a bottle. It also adds elements to the end sequence when you complete the game.

Day one



1
▲ 10am to 12pm Go to Mayor's Office (next to the alleyway by the Observatory). Enter the right door. Talk to everyone to receive the Mask of Kafei. You will be asked to search for Kafei.



2
▲ 2 to 2:15pm Go to the Inn where the Postman will bring Anju her mail. Talk to both of them and then wait for Postman to leave. You must make sure that you arrive at the Inn before the Postman.



3
▲ 2:30 to 3:50pm After the Postman has left, talk to Anju without any Masks on. Say yes to Anju's offer and she will give you the Inn Key. This allows you to enter the Inn at any time.



4
▲ 2:15 to 3:00pm Talk to Anju while wearing Mask of Kafei. She'll ask you to meet her in the kitchen of the Inn at 11:30pm. You can talk to an old lady in the Inn to warp ahead.



5
▲ 11:30pm It's time to go to the kitchen by taking the last door to the right, on the ground floor of the Inn. Talk to the lovely Anju when she comes in to pick up the mail for Kafei.

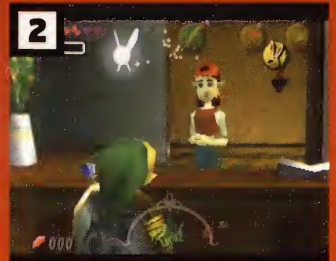


6
▲ 12 to 6am Leave the Inn and post the mail for Kafei in any of the letter boxes in Clock Town. Push **A** to open the letter box, then push the C Button assigned to the mail to post it.

Day two



1
▲ 3pm Go to Kafei's House, next to where you got the Bremen Mask. Wait for Postman to come. While the Postman is talking, enter and wait for Kafei. Talk to him to get the Pendant for Anju.



2
▲ 4 to 8:30pm After collecting the Pendant for Anju, go back to the Inn, and give the Pendant to Anju. This completes your errands for day two. Only one more day to go. Hooray!

Day three

On day three there are two errands to complete. However, if you do one, you must warp back in time and start the errands again.

On one of the side quests you get to control both Link and Kafei!



▲ 1 to 6pm Go to house where you met Kafei and talk to Mani Shop owner for Keaton Mask and Mail Express. Choose which quest to do next. You can go back in time and do the other later, but you'll have to start your errands again.



▲ Step 1 At 6pm, put on the Mask of Kafei at the Milk Bar. Give Madame Aroma, Kafei's mother, the Mail Express for another bottle. That should come in handy! Now you can skip to step three to complete the errand.



▲ Step 2 Go to Post Office to talk to Postman. Give him the Mail Express and follow him into the Milk Bar. Talk to him outside to receive the Postman's Cap. You must complete step one before you complete step three.



▲ Step 3 Warp to place in Ikana Canyon where you fought Garo at any time between 6 and 7pm. Continue along the ledge to find Kafei hiding behind two stone slabs. Wait for the burglar to open the cave. Follow him and enter.



▲ In this section, you will control both Link and Kafei. Perform the following steps in the correct order. **As Link** Kafei will ask you to step on the switch to open the door. **As Kafei** Push the block and keep it on the green switch.



▲ As Link Enter the left room and avoid the red switch. Defeat the Mecha Deku Baba. **As Kafei** Push right block down. Push centre block left. Push centre block down and exit through the right door.



▲ As Link Defeat the Wolfos to open the door. **As Kafei** Step on the green switch. **As Link** Step on the other switch. **As Kafei** Get Sun Mask. Kafei will leave. Don't panic, just continue your errands.



▲ 5am Go to the second floor of the Inn and find the first door to the right. Wait for Kafei to arrive. Don't worry about the countdown, he will eventually come. When he does you will get the Mask of the Wedded Couple. Cool!



▲ For the All Night Late Mask you need the Large Wallet and the Keaton Mask. Stop the burglar in Clock Town park on day one at midnight. At 10pm on the third day, go to the shop to the south west of Clock Town and pay 500 Rupees.

Entry to Ikana Dungeon

To gain entry to the Ikana Dungeon you will need to use the Mirror Shield for the first time. You found it in the well, remember?

You will also encounter enemies that hate to see sunlight.



▲ Buy a stick of Dynamite from the Goron in the Clock Town Bomb Shop. Warp to Owl Statue in Ikana Valley. Search the right wall for a cave containing a crystal switch.



▲ Slash the crystal switch, and use the Mirror Shield to reflect light onto the Sun Block. Enter the Ruins with the Mask of Gibdo. Keep this Mask on at all times.

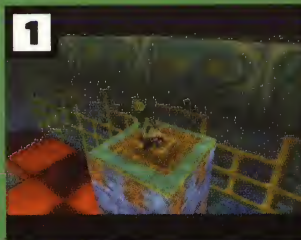


▲ Wearing the Mask of Gibdo will cause the critters in the first room to start dancing and ignore you. Melt the frozen eye on the left of the room with a Fire Arrow, and enter the door that opens. You're inside the dungeon!

Ikana Dungeon

You're in the Ikana Dungeon. It isn't long before you face its boss.

But before you do, Link has to fight two mini bosses, one of which is more than a little familiar to you. Here's how...



▲ As Deku Link, hit the crystal switch and run to the other end of the room. Hit the second switch and use the Deku Flower to launch up to the pillar. Hit the switch and enter the door that unlocks.



▲ Launch to the switch on the left and use the Lens of Truth to reveal an invisible platform. Kill the horrible Skulltulas you can see on the ceiling, and make your way to the door.



▲ Run past the blue bubbles and climb the stairs. Jump onto the low wall when you reach the roof. Hit the switch by launching to it. Jump down to the ground and enter the Ruins again.



▲ This time, melt the frozen eye on the right side of the room. Enter the door and you will fight another mini boss. Don't worry if you are low on health as the next mini boss is a walkover.

Floormaster mini boss

Your Mirror Shield comes in very handy for this fight! Use it well.



▲ Stand under the light and use Mirror Shield to reflect onto the Floormaster. When hit, it will split into three smaller versions.



▲ Reflect light onto small Floormasters. If one grabs you it will turn back into a full grown Floormaster, forcing you to repeat the process all over again. Boo!



▲ When you've beaten it, reflect light onto Sun Block and it will vanish. Run past enemies and enter the next room to meet an old friend.

Wizrobe

Only Wizrobe stands between you and your next fearsome boss. He was easy in the past and this encounter is no different.



▲ You can use the Mirror Shield to reflect his fireballs. Wait until he spins then run and hit him with his own fireball. Defeat Wizrobe to reveal exit.



▲ Find the patch of ground with a green Arrow point, and drop the Dynamite on it. Jump down the hole. Shine light on the Sun Switch.

King Yigorse of Ikana

This boss fight can be very difficult if you don't knock the King down in a spot where you can easily reflect light onto him.

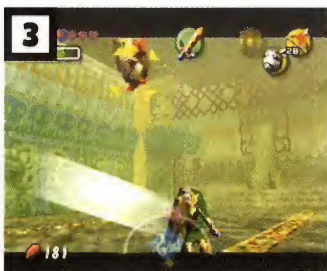
If you manage it however, the King is another dead boss for your collection.



▲ Burn the curtains blocking the windows with Fire Arrows. Fight the two henchmen. When they fall to the ground, reflect light on them with the Mirror Shield. At this point you cannot attack the King.



▲ When the two goons have been defeated, the King will get up. You need to shine a light on him to stun him, then slash King Yigorse with your sword. When he falls over, reflect light onto him again.



▲ The King has three main attacks. The most dangerous is when his head flies around the arena. This can be difficult to avoid and it drains two hearts.



▲ Defeat King Yigorse for Elegy of Emptiness. This lets you create a stationary clone of Link, which can be used when you are Goron, Zora, and normal Link.

Scaling Rockville Cliff

Before you take on the final dungeon, our all action hero must try his hand at a little mountain climbing.

This is a simple task for anyone with a Hookshot.



▲ Head to Rockville Cliff to the north east of Ikana. It's reached from path next to the cave where you played the Song of Storms. It's pretty high, isn't it?



▲ Jump across the first three blocks to reach a switch. Stand on it and play Elegy of Emptiness to make a clone of Link. This stops switch from resetting.



▲ Hookshot to platform and bomb the enemy. Make a clone of Zora Link on switch. Hookshot to next platform, and make clone of Goron Link on the switch.



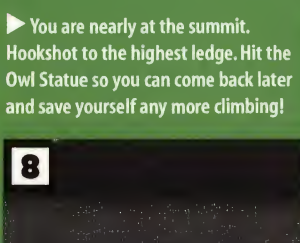
▲ You'll reach another set of blocks. Jump over them as normal Link. You'll see three switches. Hit these to reset the blocks, which you will use later.



▲ Hookshot to next platform, and clone Link on switch. Stand on top of the Hookshot post to get to next ledge. Kill enemy, and clone Link on switch.



▲ Jump across the blocks, and hit all the switches to reset the blocks again. Hookshot to the next post making sure that you avoid the rolling rocks.



▶ You are nearly at the summit. Hookshot to the highest ledge. Hit the Owl Statue so you can come back later and save yourself any more climbing!



▲ Make clones on the three switches in the following order, right, left, and then middle (when facing dungeon entrance). Jump across blocks to reach final dungeon.

Stone Tower Dungeon

This is an outdoor dungeon with a teleporter on the ceiling!
If it doesn't make much sense to you, try standing on your head!



▲ It is wise to wear the Stone Corro Mask in this dungeon. In the first room, kill all the enemies and shoot the switch in the left eye of the giant statue with an Arrow. Go through the next door.



▲ This room contains live Bombchus and four switches. Find the largest switch and clone Goron Link on it. Clone Zora and normal Link on two of the other switches, leaving one switch vacant.



▲ Bomb the wall with cracks in it. Goron Punch the boxes to reveal some smaller crates. Pick one up, and place it on the remaining switch to remove the grate that's blocking the next room.



▲ Bomb the light square, and jump down the hole. Hookshot over to the chest and open it to get the Map. Punch all statues as Goron Link and four of them will come alive. Kill them all to get a small Key.



▲ Head back upstairs, and use the key on the locked door. Swim across the next room as Zora Link and let the Dexiehand grab you. It will flail you around and throw you onto a ledge with another Key.

Mirror, mirror

The Stone Tower Dungeon is full of mirrors, but Link has no time to stand around and admire himself.
Instead, you must reflect light onto them to progress.



▲ Through the hallway to a big room. Climb to path in the middle and reflect light onto the mirror using your Shield. Run to the mirror and shine light onto the Sun Block to get the Compass.



▲ Open locked door at the other end. Goron Punch pillar, and defeat the Shadowcrawlers. Reflect light onto first mirror for about 20 seconds. Reflect its light on next mirror, then on Sun Block.



◀ Use Deku Link in next room, and launch to exit. Use the gusts of air in the lava to extend your flying time. The flight from the first to the second gusts is hard and takes practice.

Goron races

There are two more mini bosses. Only Garo poses a problem, but it can be very tricky.

If you think you're near the end of the dungeon, think again!

▶ To fight the Ghost of Garo, let it leap at you, and jump out of the way. If he misses you, he will either stand still, which gives you the opportunity to hit him, or he will disappear.

▶ The ghost always reappears above you. Move out of the way and slash him. These are the only opportunities you have to hit him. If you try at any other time he will block your attack. Afterwards, you get the Light Arrows.



◀ In the next room, jump up onto the platform in the middle and defeat the Metallicus by throwing a Bomb at it to remove its armour. Then slash it.



▲ To fight the next mini boss, Eyegole, lure him into attacking when he awakes. Run up close to him, then retreat. Block his attacks and his eye will turn yellow, letting you shoot at it with your Hookshot. Five to six hits will normally finish him off no problem.



▲ The next room you come to is the first room again. This is a good time to save. After saving, restock on fairies and items, then warp back to Owl Statue.

Turn it upside down

Your quest really starts to turn weird now, Nintendoids.

Get ready to enter an upside down dungeon. It'll turn you mad!



▲ Reactivate the three blocks and jump to the final one. From here you will see a red ruby on the wall. Fire a Light Arrow at it, and watch the world flip upside down.



▲ The only way to kill the Armos is to shoot their shields with a Light Arrow, then get near so they self destruct. Wear the Stone Corro Mask so they can't see you.



◀ When you enter, take the door to the right. Shoot a Light Arrow at the centre of the Sun Block to make it disappear.



▲ As Deku Link, kill enemy. Hit switch, then double back to get a Key.

Dancing on the ceiling

An upside down dungeon can make for a whole host of puzzle induced headaches. But these tips are better than two aspirin!
As soon as you've finished the puzzles, you'll fight Wizrobe... again!



1 Take the other air hole to a platform with a locked door. Enter it, and shoot a Light Arrow at the bright red ruby on the wall. Walk to the platform in the lava as Goron Link, then shoot the ruby again to reach the door.



2 In the next room, shoot the gem then manoeuvre block so when you reverse, it will cover the switch on the floor. You will have to reverse over the room twice. When the block is over the switch, climb up to jump to the door.



3 It's time for your last encounter with old Wizrobe. Use the same tactics and very soon you won't have to worry about meeting him again. Be sure to avoid the falling flames.



4 When he dies, a chest will appear on platform above. Hookshot to the chest to open it and enter the door. The next room contains some Poes. Launch across the room and enter the door.



5 Hit the spikes with a few Hookshot bursts. They will explode when they touch another one. Launch to the platform they were guarding. Hookshot onto the chest above the next doorway.

Gomez

You've defeated Wizrobe once and for all. Now prepare for Gomez. This Grim Reaper wannabe has a nasty gang of bats with him.



1 When this boss fight starts it's time to put on your Rabbit Hood as this guy is pretty damn fast. Shoot him with a Light Arrow to disperse the bats for a couple of seconds, then start slashing him with your sword.



2 Watch out for his scythe, too. If you stray too close, he can cause massive damage with it. If you run out of magic, slash the bats with your sword until one drops a Magic Vial. Defeat him and you will receive the Boss Key.



3 Go back to the room with the Poes and launch to the left of your entrance. Run past the Armos, and place a clone on the switch. Get the Key in the chest and go back to the room with the spikes. Take the door to the right.



4 Defeat the Death Armos and hit the switch. From there, Hookshot to the chest that appears on the ceiling in the middle of the room. Follow the path, and unlock the door. Now it's time for you to meet the Eyegole mini boss.



5 Reflect Eyegole's laser with your Mirror Shield. When you are close to him, deflect the rocks that appear, and Hookshot his eye when it turns yellow. Repeat until he dies. You will receive the Giant Mask, but you can't use it yet.



6 Go through the door. Hit the switch and a chest will appear. Hookshot to it and from there, hit target on ceiling to reach the boss door. Make sure you have the Giant Mask equipped to a C Button before jumping down the pit.

Twin Mold boss

This is the final guardian before your confrontation with Skull Kid. What's more, Link gets to use the awesome Giant Mask. Result!



1 Put on the Giant Mask when the fight starts to become huge. You can't Target while wearing the Mask, so attack the Twin Mold's heads and tails.



2 Each Mold requires five to eight hits. Don't worry about concentrating on one and then the other, because your Magic Meter drains rapidly.



3 If you start to run low on magic, destroy the pillars. To pick up the magic you have to turn back into normal Link. Be quick or the Vials will disappear.



4 One final thing to remember is not to stand too close to where a Mold is burrowing or you'll be sucked out of the arena and forced to start again.



5 After both Molds are dead, pick up the Heart Container and step onto the teleporter to receive the Mask of Twin Mold. The Gibdos and ReDeads haunting Rockville Cliff and Ikana Valley will disappear.

Clock Tower revisited

You have all the Masks now, so you are ready to confront Skull Kid. Catch some fairies, stock up on all items, and bring a green magic potion for your final confrontation. It's so exciting!



1 Enter the top of the Clock Tower at midnight of the third day. Play Ode to Order and you'll be warped into the Moon. There are five kids here, four running around and one sitting in front of the tree. Ignore the child who's sitting down for now.



2 The children are wearing the Masks of Odolwa, Goato, Gryorg, and Twin Mold. Each kid will warp you to a mini dungeon by giving them a certain number of Masks. Don't worry, you'll get them back later.

Odolwa/Goht mini dungeons

Give the children your Masks to get into the mini dungeons. There are no guardians here, so relax and enjoy the ride.



▲ Give the Odolwa child one Mask to get in, one to get out. This mini dungeon has loads of Deku Launchers. Two Launchers are on the spinning propeller at the centre of the room.



▲ When you reach the propeller, aim for the yellow launcher and dig in as soon as you reach it, or you will be knocked into the bottomless pit by the spinning spiked bar. Oh no!



▲ When you've made it through, you can either launch over to the right corner of the room for a Heart Piece, or to the left to get to the child that brought you here. Give him a Mask to get out.



▲ Give Goht child two Masks to get in, two to get out. This mini dungeon has ramps and chests. Roll straight ahead as Goron Link. If you hit the middle of the ramp you can let go of the 3D Stick.



▲ You will bounce off the chests, leading you to the next ramp. When you get to the two magic pots, explore on foot. To reach the child, roll over a gap towards a door surrounded by icicles.

Gryorg/Twin Mold mini dungeons

Skull Kid and Majora's Mask are so close you can smell them.

The Twin Mold mini dungeon turns the difficulty level up slightly, but you're such a seasoned warrior you'll hardly even notice.



▲ Give the Gryorg child three Masks to get in, three to get out. This mini dungeon is a maze flooded with fast flowing rivers. Turn into Zora Link and take a dip.



▲ Take two lefts, then two rights to get to the kid, or look around to reach a Heart Piece. Only one more mini dungeon stands between you and the final Mask.



▲ Give the Twin Mold child four Masks to get in, four to get out. You'll meet three mini bosses but only the Ghost of Garo poses a problem. Fight Metal Dinalfos and Iron Knuckle as you have before.



▲ You receive Bombchus when Iron Knuckle dies. There is a crack on one of the walls. Use the Bombchus here. You need to time the explosion so that it goes off when the Bombchu is directly over the crack.



▲ The next room has a crack on the ceiling. Again, use a Bombchu to reveal an eye switch. Shoot it with an Arrow to open the next door. Collect the Heart Piece and then find the child. You're outta there!

Judgement Day

This is the final confrontation of the game and the fate of the whole of Termina rests on Link's narrow shoulders.

You should have no more Masks except for the four guardian Masks.



▲ Talk to the last remaining child to receive the Fierce Deity Mask. You'll not be able to save this Mask until you beat the final boss.



▲ Step forward and the guardian Masks will fly onto the walls. Put on the Fierce Deity Mask. It drains magic power so take lots of green potion.



▲ There are no tricky tactics to worry about, as your Fierce Deity Mask is so powerful. In no time at all you will face Majora's Mask's second form.



▶ After the end sequence your game will be saved. You'll have ALL Masks, including the Fierce Deity Mask, and if you revisit any bosses you can use the Fierce Deity Mask on them too!

◀ Majora's Magic Sorcerer is easy to fight, too! Just keep thrusting with your sword and victory is yours!

◀ Check out Majora's Mask's second incarnation. So this form is bound to be harder, right? No. Just 2 Target him and hit him with your sword. Try closing your eyes and see how quickly he turns into his final form.



It's a secret

That's it, you've done it. Relax, have a cuppa and enjoy the brill end sequence. You've got all the Masks so the ending will be extra long! If you find any secret bits, don't forget to send them in!



WWF No Mercy

Sick of getting sand kicked in your face at the beach? Wish you were tougher? Then pull on your tights, 'cos it's time to fight.



Grappling Guide Part 1

Contents

Crash the canvas

- ✓ Basics explained ✓ Advanced techniques
- ✓ Ladder Match tactics ✓ Cool creations
- ✓ Survival mode mastered
- ✓ Fighting styles sorted

More Attitude

- Issue 94 News
- Issue 95 Big Game
- Issue 99 Review

WE SAID "WWF No Mercy really does look amazing and has gameplay that's sure to leave WWF fans foaming at the mouth."

In the beginning

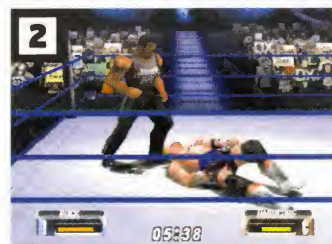
Think you've got a pretty good idea how to wrestle? You don't know nothing yet! Read on, rookie fighters. This is where you learn to be hard. Here are some basic moves to help you beat down your opponents...



▲ Your best bet is to hit your rival as many times as you can by repeatedly pressing **B**. This will push them back. They'll stagger for a second, so dive in for a grapple.



▲ Better still, stand away from your opponent and hold down **B** as they walk towards you. This results in a heavy strike, allowing you to knock 'em down quickly.



▲ Once on the floor, your opponent is yours to do with as you please. Use this opportunity to stamp on them by pressing **B**, and then pin them by pressing **L**.

Super moves

Each wrestler has their own devastating finishing move. You can pull off your finisher when your Attitude Meter is flashing Special.

Master these moves and you'll be the wrestling champ. All the finishers are done in the same way, so learn one and you know them all.



▲ When your Attitude Meter flashes red, wiggle the 3D Stick and you'll notice the word 'Special' flash at the bottom of the screen. Now you get to perform your character's ace finishing move.



▲ All you have to do is hold down **A** to perform a strong grapple and then wiggle the 3D Stick around. Now sit back and watch as your wrestler really goes to town, bashing up their rival.



▲ If you've done it properly, your opponent should be writhing in agony on the floor. This is a good opportunity to go in for a pin by pressing **L** when you're next to them. Show no mercy!

Dirty tactics

If you've mastered the basics, you might be feeling cheeky enough to try out some sneaky manoeuvres.

Your opponent is sure to be fighting dirty too, so don't feel guilty!



▲ This is an easy way to win a match! Go to Options, and then set the ring out count to ten seconds. Now climb out of the ring and wait until at least eight seconds of the count have passed.



▲ Then grab your rival's legs by pressing **A**. Provided they are close to the ropes when you do it, they will fall out of the ring. You can then climb back in whilst they get counted out. Ha ha!



▲ Another sneaky way to win without trying too hard, is to knock your rival out of the ring by punching them 'til they're dazed on the ropes. Use a heavy punch and follow them out of the ring.



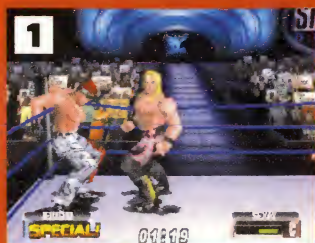
▲ Once you are both outside of the ring, you must repeatedly beat your opponent so that he does not get a chance to get back in.



▲ When the count reaches eight, knock him to the floor. Either stamp or pin him until the count reaches nine then dash back into the ring to claim victory.

Easy specials

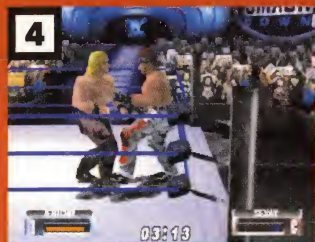
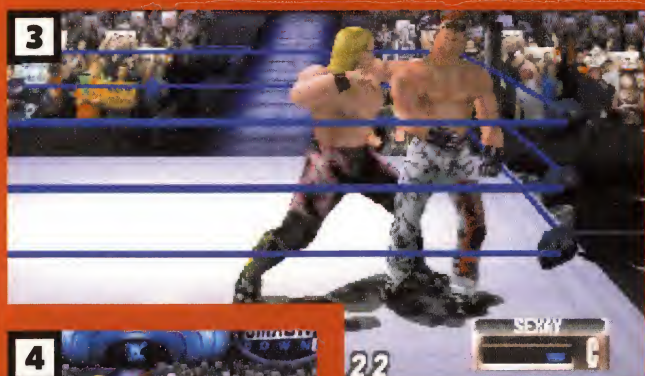
Finishing off your opponent can often be a time consuming affair. There are quicker ways to win, perfect for getting titles under your belt.



▲ It's easy to hurt your rival by using your finisher. A quick way of getting your Attitude Meter to flash red is to hold the 3D Stick to the right and taunt your rival continuously.



▲ Once your taunting action has made Special flash, perform your finishing move and, when your adversary is on the floor, pick him up by pressing **R** until he's standing on his feet.



▲ Once on his feet again, he will be groggy. This gives you plenty of time to perform yet another finishing move.
◀ When he's on the canvas, pick him up and perform whatever move takes your fancy to lower his Attitude Meter and lead you to a quicker victory.

Flashy manoeuvres

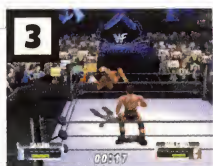
Got to grips with the basics? It's time to show off some flashy moves. The following show pieces are bound to impress your mates...



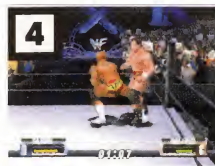
▲ Ever wanted to fly? Easy! Simply double tap **V** and hold the D Pad in the direction of a corner and your wrestler will climb onto the corner post.



▲ You now have two choices. Either hold down **V** to strike a pose and taunt your opponent or press nothing and your character will do a jump.



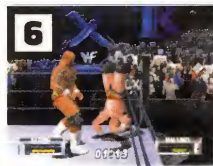
▲ Be warned though! If your rival is not close enough you will simply nosedive to the floor and hurt yourself. Your pride will be dented too!



▲ Knocking your rival into the turnbuckle looks great too. Either use punches, or press **V** when you're in a grapple. Then hold the D Pad in the direction of the desired corner.



▲ Once slumped in the corner your opponent is pretty much yours to do with as you please. You can perform strong grapples, heavy strikes or a finishing move. He won't hit back!



▲ The most impressive thing to use is a strong grapple followed by the **L** button. This lets you perform the Tree of Woe. Once upside down, your rival is completely helpless.

Defensive moves

Not all your opponents are going to be pushovers. Sometimes you must avoid trouble and defend yourself to win.



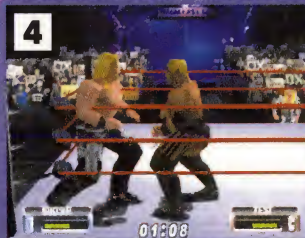
▲ Press **V** to stay out of trouble by running away. Or run at them and hold down **L** to duck past them. To roll past them, run and hold down **R**.



▲ Then you can bash your opponent senseless as they struggle to face you. Your opponent usually tries to counter, but they should be all yours.



▲ Another excellent way to avoid trouble is to press **V** in the direction of the ropes, which allows you to dash around the arena and bounce off the sides.



▲ Another defensive move lets you dodge attacks. Press **L** as your rival swings at you to move out of the way, then start laying into them with gusto.



▲ In a similar way, use the **R** button to perform reversals. When your rival strikes, press **R** to stop them and then pummel them with all you have.



▲ It is possible to counter and block any move. The higher your Attitude Meter, the better your chances of countering even the most powerful attacks. Be warned, though. Countering and dodging requires split second timing.

New options

WWF No Mercy has loads of new playing modes to choose from. And, thanks to our tips, you'll be able to be the best at all of them...

Ladder Match

One of the best bits of WWF No Mercy has to be the new Ladder Match mode. It's really good fun! Collect the Ladder, put it up in the ring and get the prize at the top.



▲ You have to collect the Ladder from the crowd. It makes an awesome weapon 'cos it's really long so, before you put it up, smash your opponent in the face with it!



▲ To really hurt your rival with the Ladder, it's best to stand a long way back and hold down **B**. Your character will swing this massive weapon for a really powerful hit.



▲ Placing the Ladder in exactly the right spot is not easy. To make sure you've got it right, drop it on the floor and then let your rival knock you down onto the canvas.



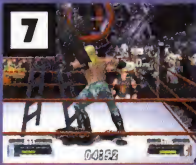
▲ Once you're on the floor, your opponent will pick up the Ladder and place it in the correct position in the centre of the ring. He's done all the hard work for you! Get up 'cos you're ready to win.



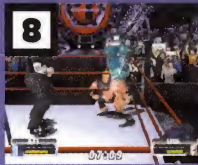
▲ It's not a good idea to attempt climbing the Ladder whilst your opponent is in the ring and on his feet. He can knock you off it quickly and this really lowers your Attitude Meter.



▲ Before your climb, knock your rival out of the ring. If their Attitude Meter is still high, follow them out and stamp on them a few times. Dive into the ring using **Y** and start climbing.



▲ If your adversary gets up whilst you're climbing, jump off the Ladder and onto their head by pressing **A + B**. Or you could try to kick them by tapping **B**.



▲ But the best way to win if all else fails is to knock them into the corner and perform a strong grapple. Then press **L** to perform the awesome Tree of Woe.



▲ This usually immobilises them long enough to let you climb up the Ladder and take the prize by tapping **A**. Now you truly are the Ladder Match king!

Guest Referee

Another new option in WWF No Mercy is the hilarious Guest Referee mode that allows you to interfere in other matches.

Play it with two of your mates and you can take sides to annoy one of them!



▲ This mode's great for evening up a one sided match. You control the count so you can give someone a better chance of escaping or get stuck into a fight!



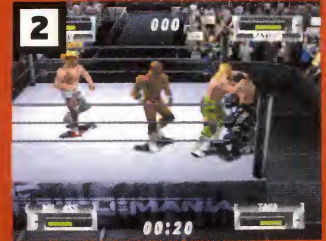
▲ By pressing **Q** rapidly you can speed up the count so it's super quick. Or don't press it at all to make it impossible for someone else to win a match. Ha ha!

Survival mode

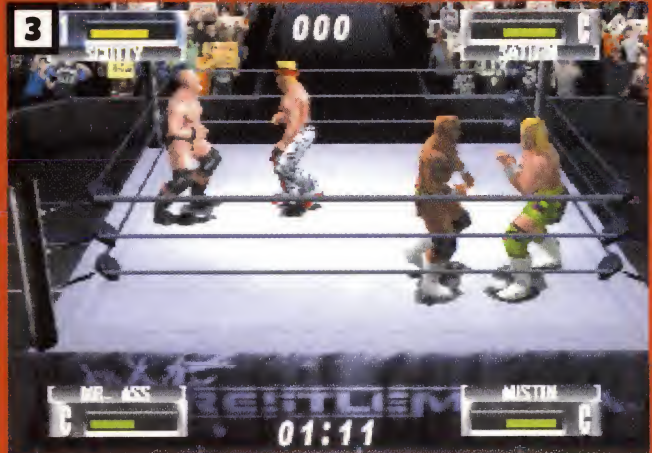
In the mega hard Survival mode, it's you against 100 other wrestlers. It's a good way to earn enough cash to buy some new characters.



▲ It's usually you and three others in the ring at a time. Try to position yourself away from the other two, so that you're only fighting one wrestler.



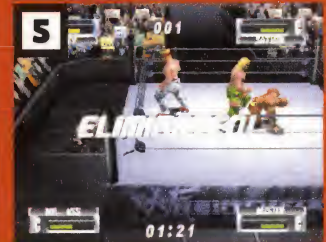
▲ If all three wrestlers are locked in battle, stand back and watch 'cos sometimes they eliminate each other. Wait 'til one moves away before striking.



▲ The easiest way to eliminate a rival is to knock them out of the ring. Line yourself up with a wrestler so that they're near the ropes and you're closer to the centre.



▲ Batter them with a combination of light and heavy strikes until they are either slumped on the ropes or outside the ring, but still on the apron.



▲ Once punched into a groggy state, you should perform a heavy strike. This knocks your rival onto the floor where they are automatically eliminated.



▲ Ignore the other two wrestlers if you can and position yourself facing the area where the new fighters run in. You are now in the perfect position to start battering the new contender straight back where they came from.

Create a character

Are you bored of fighting as the game's real wrestlers?

Then why not make up your own characters to fight with? You could make one that looks like your best mate. Or choose one of these...

Elvis Presley

The King has risen from the grave to become one of WWF No Mercy's wrestlers. We've chosen to make him as he was in his fatter days.



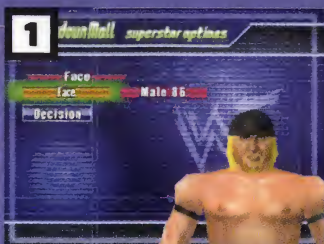
▲ Name Elvis. Body Fat 2. Head Male 5. Face Male 91. Hair Middle 4. Front Hair 62. Facial Hair 6. Wow! The King is alive and well and appearing on your N64.



▲ Masks Accessories/Bossman. Ring Attire Long/y2j 2. Upper Body Sleeve I/\$500 shirt. Tattoo Original 1. Feet Boots 6. Weapons/Props Microphone.

Hulk Hogan

One of the greatest wrestlers ever, in both the WCW and WWF. Under your control you can lead him to WWF glory once again.



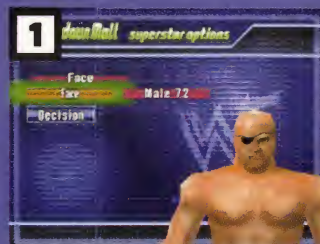
▲ Name Hollywood Hogan. Short Name Hogan. Height 6'5". Body Male Medium 2. Head Male 1. This awesome wrestler's starting to shape up.



▲ Face Male 86. Hair Long 1. Front hair Front hair 15. Facial Hair 5. Hats/Caps Bandana. Ring Attire Long/y2j 1. Upper Body Others/Arm Bands.

Sagat

One of the original batch of characters from the Street Fighter games. As a master of Thai boxing he's a match for any wimpy wrestler.



▲ Name Sagat. Height 7'0". Weight 400lbs. Body Medium 1. Head Male 1. Face Male 72. Hair Bold.



▲ Masks Eye Patch. Ring Attire Short Boxing 1. Gloves Taping. Feet Boots 6. Now you've got yourself a real champ!

Posh Spice

Ever wanted to watch Posh beat up David Beckham? You can't in real life but you can if you turn them into wrestlers! Here's how...



▲ Name Victoria Beckham. Short Name Posh. Body Female/Petit 2. Head Female 1. Face Female 3. Hair Short 1. Front Hair 61. Ring Attire Full Body/Outfit 3.



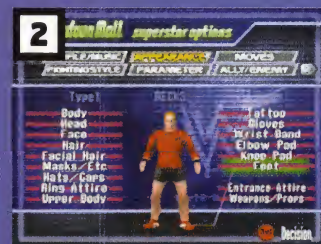
▲ Upper Body No Sleeve/Female Top. Wrist Band Wrist Band 1. Feet Others/Heels 2. Weapons/Props Scales. Now that's what we call Girl Power!

David Beckham

If you like Man United you'll love this creation. Team him up with his wife and give him plenty of footy style kicking moves.



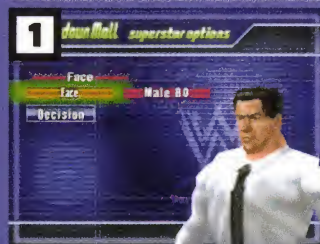
▲ Name David Beckham. Short Name Becks. Body Skinny 1. Head Male 1. Face Male 9. Hair Shaved.



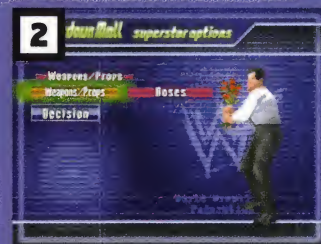
▲ Ring Attire Short/Line Tights 1. Upper Body Sleeve I/Mankind Ref. Feet Others/Athletic 1. Come on, you Reds!

James Bond

Fancy playing as this super cool secret agent? No need to buy The World is Not Enough. Just get WWF No Mercy and wrestle with him!



▲ Height 6'0". Body Skinny 1. Head Male 1. Face Male 80. Hair Short 3. Feet Boots 1.



▲ Ring Attire Pants/Black Pants. Upper Body Sleeve I/Censored. Weapons Roses.

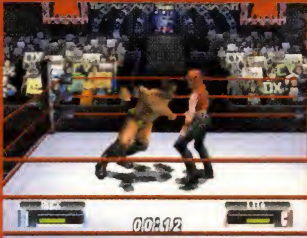
The best wrestlers

Getting to know your wrestler's strengths is essential for victory. Check out our brief rundown of all the wrestlers and their best moves.

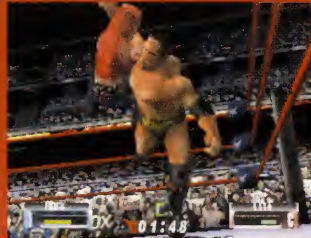
WWF Superstars

Here are some of the best and most famous wrestlers in the game. Learn their special moves and victory could be yours!

The Rock

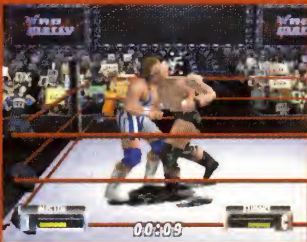


▲ **WWF Champion.** Has an excellent diving heavy strike. This is ideal for knocking opponents out of the ring. He's also brilliant at submission holds.



▲ **Finisher Rock Bottom.** Others The People's Elbow, which is performed by pressing **A** by your opponent's head when they're face up on the floor.

Stone Cold Steve Austin

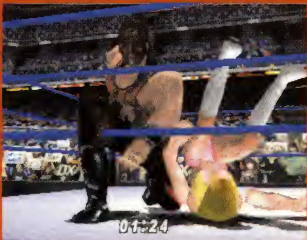


▲ Recently returned from injury. Make his comeback go with a bang by pressing **B** for a wicked stomach punch or hold **B** for his fab flying fist move.

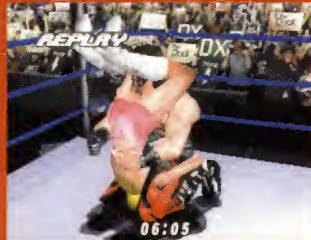


▲ **Finisher Stone Cold Stunner.** Others Lou Thesz Press Knuckle. To do this, press **A** and a direction button after Irish Whipping your rival to the ropes.

Kane



▲ Kane is the Undertaker's brother. He is big and powerful so getting him into the right position is essential. Try using his heavy grapple 'cos it's dead effective.



▲ **Finisher Tombstone Pile Driver.** Others Choke Slam. Pull off Kane's awesome move by pressing **B** with **A** when in a strong grapple.

Mankind



▲ Recently made a WWF commissioner, but you can make him wrestle again. Use a heavy strike to perform a head butt and try his ace submission moves.



▲ **Finisher Mandible Claw.** Others Shin Breaker. To perform this awesome move, get behind your opponent and use a strong grapple, then tap the 3D Stick.

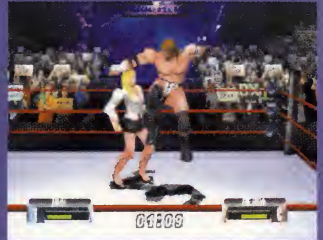
D Generation X

A famous group of WWF wrestling stars. They may all play fair, but don't get on the wrong side of them 'cos they're as hard as nails! You'll have a hard time if you come up against any of these!

Triple H



▲ The true leader of the DX group. Triple H has loads of strengths. He's good at knocking down opponents with running attacks and then jumping on them by pressing **B**.

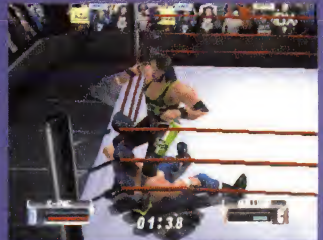


▲ **Finisher Pedigree.** Others HHH Jumping Knee. To perform this awesome attack, press **Y** and the direction you want to go in and then press **B**. No one will stand a chance against it!

X Pac

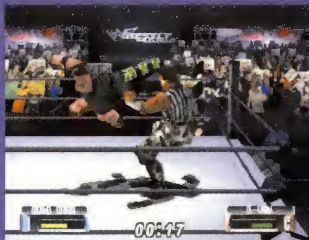


▲ A technical wrestler from the DX group. To perform his amazing Bronco Buster, knock your rival into the turnbuckle when Special is flashing, then hold **A** and tap the 3D Stick



▲ **Finisher X Factor.** Others Press the 3D Stick in the direction of your rival and press **B**. Now sit back and watch X Pac perform his fantastic Flying Lariat. Ouch, that's got to hurt!

Road Dogg

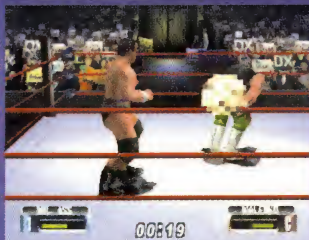


▲ Known mainly for his Tag Team matches, Road Dogg Jesse James now wrestles with X Pac. Press **A** + **B** for a groovy drop kick that's bound to bring tears to their eyes. Bone crunching!



▲ **Finisher Shake Rattle and Roll.** Others You can perform the Road Dogg Shaky Knee Drop by pressing **A** when your opponent is on the floor and facing up. Then punch 'em into submission.

Mr Ass



▲ This cheeky fellow recently beat up X Pac after he was injured by him. He's mostly known for tagging with Road Dogg. Use his naughty taunt as often as possible. Watch as he bares all.

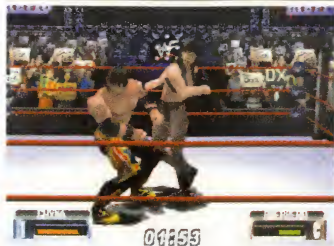


▲ **Finisher Fame Asser Grab School Boy Pin.** Others Mr Ass can perform an excellent pin move. During a strong back grapple, press **A** whilst pressing the D Pad button towards your rival.

The women

These gals prove once and for all that women aren't the weaker sex. In the ring they can be just as devastating as their male counterparts.

Chyna



▲ Chyna is one of the best fighters in the game. This lady has a large array of fast and deadly moves. Use this feisty lady's speed and agility to your advantage.

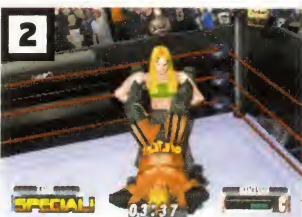
▲ **Finisher Pedigree.** Others Chyna Low Blow. Simply hold down **A** + **B** to hit them where it hurts. You shouldn't mess with this nasty wrestler! Go, Chyna!

Ivory



▲ Assists Low Down so she's not really a wrestler, but she's still tough. Use her drop kick by holding **B** 'cos it has a very good range.
 ▲ **Finisher Big Swing.** Others Back Rake. Perform this as a special by positioning Ivory behind her opponent. Now let it rip!

Tori



▲ Entered wrestling to gain the attention. Use her round house kick by pressing diagonally down on the D Pad with **B**.
 ▲ **Finisher Pulling Piledriver.** Others Figure Four Leglock. Whilst opponent is face up on the canvas, press **B** near their feet.

The men in black

These guys are the wrestlers you love to hate. They are some of the meanest fighters in the game. Check 'em out...

The Ministry of Darkness

Set up by The Undertaker, these bad boys are pretty damn scary!

The Undertaker



▲ Use **B** + **A** in a strong grapple to perform an amazing Chokeslam move.



▲ Press **Y** in a strong grapple at the turnbuckle to do the Undertaker Walk.

Viscera



▲ The scariest looking wrestler in the game and one of the hardest.



▲ To do his Splash move, press **B** when opponent is face up on the floor.

Bradshaw



▲ Has lots of good submission moves like Achilles Lock. Tap **A** by downed opponent's feet and watch 'em groan.



▲ **Finishers Clothes Line from Hell.** Others Try his great back grapple special called the Tiger Suplex. Awesome

Farooq



▲ Use Farooq's punches to knock 'em senseless, then chuck your opponent on the mat and try a pin.



▲ **Finisher Dominator.** Others Boston Crab. Tap **A** when you're next to a downed opponents feet. Ouch!

Next month

Don't miss the second part of our wrestling guide 'cos it's the only way to become a fighting pro. Find out how to win every Cage Match, and create loads more funky characters.



The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or you can e-mail us at richard.marsh@ecm.emap.com

We dish out top prizes for the best letters and stuff we like, so get scribbling. Thanks to our pals at THQ for this month's goodies.



Club Mario

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

✓ Letters ✓ Bowser's Prison ✓ Game or lame? ✓ Your e-mail ✓ Mario's Hotline

So what did you think of our 100th issue special? Did we miss anything out? Well, if we did, get yourself to page 78 and have your say. Anyway, let's get with the programme and join Dave and Rich who occupy the Club Mario hot seat this month. Over to you, guys...



"I think Ocarina of Time is a classic but Majora's Mask kicks it to the kerb! The first boss, Odolwa, is absolutely brilliant. It's loads better than Final Fantasy VIII."
Connor McMorran, Dumfries
■ I'm playing Majora's Mask at the moment, and I really don't want it to end. It has got to be my game of the year 'cos it's just so original. **Dave**

"My dad reckons the video games he played when he was young were better than the games I play. I still beat him every time, though."
Ethan Stockbride, York
■ How time clouds the memory. Next he'll be telling you stone washed tight jeans were cool. **Rich**

"I was wondering if the new Zelda game is really worth buying. I mean, three days to save the world. Is that not a bit short? In Ocarina of Time three days is five minutes."
Ross Fauldes, Glasgow
■ Duh! Ross, you thick! You don't play the game purely from start to finish, there's a certain amount of shifting backwards and forwards through time. **Rich**

"As soon as I saw Majora's Mask I had to pinch myself 12 times before I realised I wasn't dreaming. When I buy it, my brother and I are going to be fighting to the death over it."
Adam, Liverpool
■ Why did you pinch yourself 12 times? Why not 13 or 11? **Dave**
■ It's a great game, but I'm not sure whether it's worth killing a member of your family over it. **Rich**

"I love the Nintendo games that are available at the moment, but I think there should be more adult and violent games when Gamecube comes out. Do you guys think that this could be a possibility?"
Jack Walsh, Derry

■ Well, with the likes of Eternal Darkness and Conker's Bad Fur Day on the horizon, I think it's fair to say Nintendo is starting to move in that direction anyway. **Dave**
■ We expect there'll be more variety to the kind of games you'll be able to play, from very kiddy orientated to real adult scarefests. **Rich**

"Nintendo really mucked up with the storyline of Majora's Mask. At the start, Skull Kid nicks Link's Ocarina, but if I'm right at the end of Ocarina of Time Link has given the Ocarina back to Zelda."
Chris Yates, Norfolk
■ Yes, you're right, but don't worry about it too much. It's a small mistake in an otherwise brill game. **Dave**

MARIO'S WINNER!

"I think Mario, Zelda, Banjo and Joanna Dark should have games on Gamecube. But please, please, please! No Duke Nukem, Turok or Pokémon. They drive me mad!"
Keith Menak, Cardiff
■ Oh, come on, Keith. Just one wafer thin Pokémon game? You'd hardly notice it. **Rich**
■ No Duke Nukem or Turok? Are you insane, young man? **Dave**

"Whatever happened to Winner Takes All? I thought it was funny seeing Tim and Rich getting beaten every month. Bring it back!"
Kelly Rinterall, Carlisle
■ We'll be back on the road very soon. We weren't that bad! **Rich**
■ Rich, you were terrible. You'd better get practising your gaming skills or you're sacked! **Dave**

Bowser's Prison



If you had to do time in Bowser's Prison, what three N64 games would you take with you? Send in your list of three games and why you'd take them and you might be banged up with Bowser and win yourself a top N64 game. But please note - you MUST send a photo with your Bowser's Prison selection. No photo, no entry!

Petra Briene

My three games would be...

Game 1: Zelda Ocarina of Time

Why? I just can't live without it, even though I've completed it about seven times.

Game 2: Zelda Majora's Mask

Why? Besides solving quests and beating bosses, you have to meddle with the villagers' social lives.

Game 3: Donkey Kong 64

Why? It's a great game, and it takes a lot of time to complete. And, of course, it's jolly good fun!



MARIO'S WINNER!

"I feel quite sorry for Nintendo haters, 'cos when we are on our Gamecubes and playing revolutionary, gorgeous, groundbreaking games, others will be playing Grandad Turismo 6 and Final Fantasy 20. But what really excites me is that Miyamoto is spelling out the future with one really important word. **Gameplay.**"
 Keith Wong (aka KJ), Co Kildare
 ■ KJ, you are talking a whole lot of sense. Who cares about endless sequels? Give me the fresh ideas and blinding gameplay any day Poor old GreyStation owners. **Rich**

"Right! What's all this noise about WWF No Mercy? Wrestling is rubbish! It's made up and it's just American crap. As for playing it as a video game, do me a favour!"
 Stuart Marshall, Brighton
 ■ What's your point, Stuart? **Rich**
 ■ Don't mince your words. **Dave**

"I really do think you under marked Zelda Majora's Mask. Me and my brother would have given it more than Ocarina of Time. We both think it's a better game."
 Gary Witter, Newcastle
 ■ Blimey, are we back to that again! We thought Ocarina was better, only just though. Were we wrong? Answers on a postcard to the usual Club Mario address... **Rich**

"As much as I love cartoons I can't help but notice all the cartoon games in issue 99. Tom and Jerry, Donald Duck, Batman and Mickey Mouse. What's going on?"
 Calvin Garrett, Chester
 ■ Issue 99 was like cartoon central, wasn't it? It was like Saturday morning TV, but in a mag. **Dave**

Mario's Hit List

Do you want to see your letter in Club Mario? Can't think of anything to write about? Why not tackle one of these meaty subjects...

- What did you think of Pokémon the Movie 2000?
- Does Sin and Punishment look the best N64 blaster yet?
- What do you think of the new look Awesome Collection?
- Did you get any rubbish Nintendo games for Christmas?
- Have you found any more NOM team look alikes?

"Too Human looks brilliant, and I reckon it'll batter all of Fony's efforts at games. I loved The Matrix and, if it's supposed to be like that, it'll be awesome!"
 Phillip Kinney, Liverpool

■ The shots from the game are double top! It looks so atmospheric. That guy with the Japanese style hat looks like one tough hombre! **Rich**

"I think if NOM had a website, you should have a web cam so we can all see you working and playing games. That would be mint."

Igor Velorate, Worcester
 ■ You'd see Mark annoying everyone by talking constantly, Tamsin eating a succession of meals, Tim wandering around looking for his pen and Rich claiming he was unlucky to lose at ISS. Do I need to go on? **Dave**

"Is there going to be a Zelda cartoon on TV or video? I'm sure it would be funny if Link was always trying to kiss Zelda after an adventure or a big fight."

Kevin Kabali, Hounslow
 ■ Steady on, Kev! I think you might have a bit of a crush on Zelda. Am I right or am I right? **Rich**
 ■ We've not heard any news about it, but if it was anything like the Pokémon cartoon, it would be ace. **Dave**

"I've heard a rumour that you won't be able to copy Gamecube discs and that you'll only be able to play them on the Gamecube. Can this be true, NOM?"

Sean Macrae, Larbet
 ■ That is 100% true, Sean. Nintendo is very aware of all the pirate games that are floating around for the GreyStation and don't want the same to happen to Gamecube. You can't blame them, really. **Dave**

"You can stick your GreyStation Poo in the bin and sell Metal Gear Solid, 'cos Animal Forest is coming atcha! I reckon Animal Forest will be the game of the year."

Anthony Westhead, Bournemouth
 ■ No doubt about it, Anthony. You are this month's wise person! **Dave**
 ■ It's yet another example of Nintendo trying out cool new ideas, rather than just hiding behind endless sequels. **Rich**

"I've got a good idea for a gadget that could be used with Gamecube wrestling games. What about something that lets you download scenes from your Game Boy camera to the game? Then you'd be able to use it as a video for when the wrestlers are coming in."

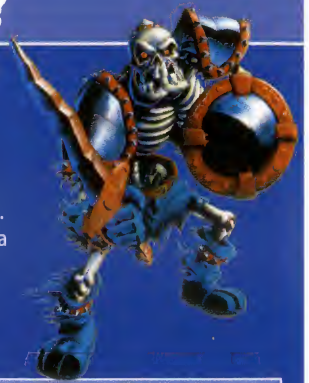
Bipin Banwatt, London
 ■ What, so that it appeared on giant video screens in the wrestling arenas? Now that would be cool! **Rich**

Game or lame?

Have you ever had an idea for a great new Nintendo game? Well, why not share it with the Nintendo nation!

Send in your game idea along with any sketches you might have done and a recent photo and send it into Club Mario. We'll let you know whether we think it's a wicked title or a lame game.

You never know, your idea might eventually end up on the shelves of video game shops everywhere...



Name: Andrew McGraw
Game name: Zelda Battle of Time

What it's about:
 It's not an RPG, but a beat 'em up. It would involve you fighting all the enemies from the wicked Zelda games.

Who's in it:
 All the bosses from the games are there. The likes of Ganondorf to Odolwa would be hidden characters that you'd be able to unlock by beating the enemies found in Hyrule and Termina.



How it works:
 To start off with, you are only able to use Link, but as you progress you will receive new playable characters and new weapons. You would also be able to fight in all the areas in the Zelda games.

NOM thinks:
 Sounds like a cool idea to us, Andrew. And with the Zelda games having such a good combat system we reckon it would be really playable.



Your e-mail

club.mario@ecm.emap.com, 5:16 pm +0000, Your E-mail

To: richard.marsh@ecm.emap.com
From:
Subject: Your e-mail

Before you send us your e-mails, check out the red box below. Follow these simple rules and you'll get a quicker reply!

"Please tell me that Tony Hawk's Pro Skater 2 is N64 bound. I have seen it on the PC and it looks absolutely amazing!"
Alan Hanna
■ We're afraid not, Alan. After the success of the first game on N64 we thought it would be made, but the makers have decided not to. Downer.

"Lylat Wars would make a great game for the GBA, as the graphics would look just as brilliant as the SNES version."
David Went
■ Oh, yeah! Bring it on! That's a great idea, David. I think there's a reasonable chance of it happening too.

"In your Nintendo all time top 10, I spotted a big mistake. At number nine you'd put 'attention to detail', but you completely forgot to mention the ripples on the water in Banjo Kazooie, which I believe are inch perfect. Sort it!"
Rob
■ That's a fair point, Rob. There were a lot of brilliant things we couldn't fit into that top 10. But you can change all that! We're giving you the chance to vote for your own list. Turn to page 78 for details.

"Mario? The number one greatest hero ever? Link should be! He's saved Hyrule five times and Termina once. What's that fat spack Mario ever done? Sat on a Koopa Troopa's head, and sod all else!"
Greg Mather
■ Check you out! You are a rude, rude man, and we demand an apology.

"How come Japan and America get all the good games and the UK get all the boring stuff? Like the cart for Majora's Mask and the Panasonic Gamecube DVD? It's just not fair!"
Icklewoody
■ Well, it works both ways, though. Japan has only recently got hold of Perfect Dark and we've had it for ages.

A few e-mail rules

We'll do our best to reply to all your e-mails, but we need your help to do this. Follow these simple rules to get a speedy response...

- Keep to short messages! We don't have time to read 500 word e-mails.
- Number your questions and keep 'em brief.
- Put everything in one e-mail, rather than sending six.
- Look at page 3 of the mag. Only send e-mails to the right people.

"I think there should be a section in your magazine called Nintendo Penfriends. I live in a remote area of Scotland, most of the residents are sheep and they don't play video games, apart from Flossie who's now a dab hand at WWF No Mercy! Make it happen, for one sad and lonely gamer!"
Steven Buckley, Aberdeenshire

■ What a fab idea, and if we get enough letters from people like you who want it, we'll do our level best to make it happen. **Dave**
■ You can't say fairer than that, my highland chum. **Rich**

"You only gave Operation Winback 90%. I think it deserved at least 94%! When people discuss great games like Goldeneye 007, Perfect Dark and Quake II. But I think Operation Winback is right up there with the all time greats. What do you think?"
Michael Delahaye, London

■ I think people should stop writing in arguing over two or three per cent. If it's over 90% it's an awesome game, full stop, end of story! **Rich**
■ Yeah, you're right. It is right up there with the biggies. **Dave**

MARIO'S WINNER!

"I think a NOM website would be a great idea. It could have competitions, quizzes, reviews, previews, screenshots and a new section where people can advertise games for sale and exchange. You could also sell new games at cheaper prices."
Amaan Ghumman, Southall
■ Great idea, Amaan. There are some games that you'll finish and then probably not play again. It would be great to exchange them for something new. Hmm... **Dave**

"I bought Majora's Mask on 17 November, the day it came out, and I've already completed it. It's the most original game ever, and it's a must for all RPG fans!"
Lee Flooper, Halifax

■ Bleeding heck. You don't hang about, do you! I'm still only a third of the way through! **Dave**

"Majora's Mask is class! It has a brilliant story and fab graphics. I would give it 99%. I thought Ocarina of Time was amazing, but it's puny when compared to Majora's Mask! Tell Mr Miyamoto to keep up the great work!"
Aaron Bridge, Isle of Wight

■ Apparently Mr Miyamoto didn't have all that much to do with Majora's Mask. **Rich**
■ That means Nintendo must have more than one game making genius! Hurrah for that! **Dave**

"I thought Mario Kart 64 couldn't be bettered, then I saw Mickey's Speedway USA! It's annoying that N64 games are looking better than ever, just when Gamecube's around the corner!"
Gabriel Rosscoe, Glasgow

■ It takes a while for game makers to test a console's limitations, and it looks like they've worked out how to get the best from N64. **Dave**
■ It's not easy making games, you know. Some take years! **Rich**

"Nintendo has put me in a very tricky situation because I love Zelda games and I love WWF. So which one do I buy? I can only get one, and I just can't decide. How dare the Big N bring out two top games at the same time!"
Phillip Forester, Aberdeen

■ It's tough. I guess it's a choice between single player ecstasy or multiplayer heaven. **Rich**
■ Before you think about buying, what about renting both of them to see which one you enjoy the most? I have some good ideas, eh? **Dave**

"After a lot of thought I've decided that Donkey Kong is the N64 character I most want to see on Gamecube. My reason for this is simple. He's by far the coolest character, and DK 64 is the best game ever. And that's true."
Andrew Partridge, Plymouth

■ Yeah, Donkey Kong is a dude. DK64 is a class game, but I'd really like to see Link on Gamecube **Dave**
■ Something tells me Dave likes Zelda games. Just call me Mystic Richard. **Rich**

"Now that they're going to start making games on discs instead of carts, why doesn't Nintendo bring out a Final Fantasy game for Gamecube? I know Nintendo could beat any of the other Final Fantasy games on GreyStation."
Thomas Peters, Musselburgh

■ I think we'd all like to see a bigger and better choice of RPG games, and the Final Fantasy series is amongst the best, after Zelda. **Dave**
■ So we're back to Zelda. Dave, you're obsessed. **Rich**

"WWF Wrestlemania 2000 was and still is a brilliant game. But you just can't explain how great WWF No Mercy is 'cos it's so sensational. But what about the NOM crew starring in their own WWF No Mercy game? Imagine Dave versus Rich in a backstage brawl with Tim as a special guest ref!"
Edward Spencer, London

■ Edward, you have a very active imagination! **Dave**

"When I saw WWF No Mercy I felt very excited in my tummy 'cos it looks so sweet. I can't wait to absolutely slaughter the whole of DGX one by one with Stone Cold."
Thomas Laurance, Harwich

■ We were very excited about it here, too. In fact, Rich was so excited that he was sick! **Dave**
■ Don't tell everyone, Dave. Yes, it's an awesome game. The new modes are wicked fun. **Rich**

"I still love Pokémon, and I'm sure I'll get Gold and Silver when they come out. It's just the most amazing thing in games for years."
Jacob Ratner, Surrey

■ It's certainly one of the most original games ever, and I think we'll be seeing more of it over the next year or two. **Dave**

"Mario Tennis looks brilliant, even better than Mario Golf. I love the look of the courts suspended on chains. Awesome!"
Paul Spencer, Bath

■ Rich had to be dragged kicking and screaming from the N64! **Dave**
■ Can I have another go? **Rich**

Mario's Hotline



Is something bugging you about Nintendo? Had an idea you want to share? Then phone Mario's Hotline to get it off your chest...

"Mickey's Speedway USA will never be as good as Mario Kart 64. Not in a million years."
Laurence Middleton

"I really liked your 100th issue. Nice work, NOM. Keep it up."
Nathan Liddle

"It's not fair! Banjo Tooie is already out in the US. When is it coming out here, Nintendo?"
Anon

"Yo, wasssssup! I think Game Boy is the supreme game machine. Booya."
Anon

"Perfect Dark 2 as a Gamecube launch title. Now wouldn't that be an awesome idea?"
Dominic

"I'd like to say that N64 games are just too expensive."
Anon

"I'm well impressed with Tamsin. She seems to know her games quite well."
Phillip Avernecks

"Majora's Mask is the game of the year. It's Ocarina of Time and loads, loads more."
Alex Williamson

"Rich, you were lucky. If your Mewtwo hadn't frozen me, I would have beat you!"
Sean McFaden

"Thank you for a great day out in Dublin on the Pokémon Tour. But, just to let you know, I'll have you next time, Rich."
Conor McGalley

"I've bought Majora's Mask, but I just can't find an Expansion Pak anywhere. Thanks, Nintendo. You've ruined my holidays."
Tom Heredalby

"Please tell Darryn Van Vurren I'm coming to get him. I'll take his crown off him, no probs."
Michael Perkins

020 7880 7414

"I have played a lot of racing games in my time, but none of them could ever be as good as Ridge Racer 64. It must have the best graphics for a driving game ever seen on N64. I think the title is a classic. I would give it 96%."

Anthony Park, Matlock

■ You get a real buzz chucking the car round a corner side on at full throttle. Well I do... **Rich**

■ You are quite sad, though. It's a fierce game, Anthony. The choice of power slide settings is class. **Dave**

"I was thinking it would be a great idea if Nintendo opened a pizza restaurant in Mario's honour. It could be called Mario and Luigi's Pizza House, and serve up pizzas with names like Mario's Monster Magherita and DK's Banana Split for dessert. Yum, yum."

Thomas Bleer, Winsford

■ Hey! Cool idea, Thomas. And you could have girls dressed as Princess Peach waiting the tables. **Dave**

■ Hubba, hubba. **Rich**

"Even though I know Gamecube won't be DVD based, I still think it would be a cool idea to make 3D animated movies for the console. They could even come free with a game. Just imagine a fully 3D animated Mario film. Wow!"

Lee Stafford, Gateshead

■ Wow, indeed, Lee. Or perhaps you would be able to download it from Nintendo's website. **Rich**

■ Maybe they could do it every year as a Christmas pressie to all us loyal Nintendo gamers. Hint, hint! **Dave**

"Me and my friend came up with a cool idea for GBA. There could be changeable covers for the outer shell, like for mobile phones. You could have Mario, Yoshi, DK, WWF and Link covers! Cool!"

Colm Heffernan, Co Cork

■ We like it, Colm! The GBA's going to be the number one accessory when it comes out, so it makes sense to have it coordinating with what you're wearing. **Rich**

■ Rich, you are such a poser! And what goes with brown nylon? **Dave**

"It's not that I don't adore everything to do with Gamecube, but there's just one teensy weensy concern of mine. What is the need for that dodgy handle? Is it removable? It's ugly."

Joseph Arieah, Yorkshire

■ The idea is as follows. You are playing on the nice big telly downstairs in the lounge. As 7.30pm comes, your Mum wants to watch Coronation Street. Lift handle and, hey presto, go upstairs to the telly in the bedroom. Sorted. **Rich**

"I think N64 should definitely have at least one decent cricket game by now. Are there any plans for a cricket game on the Gamecube?"

Jasper Batten, York

■ The problem is that cricket isn't all that big around the world, ie in Japan or America, so it's unlikely it'll ever be made into a video game. **Rich**

■ Mind you, there are plenty of ice hockey games, and that's hardly big over here, so you never know! **Dave**

"I read your Big Game on Banjo Tooie and thought it looked amazing, and a real must buy. But do you have to play Banjo Kazooie first to understand the plot of the sequel? Please tell me 'cos I don't know whether I should buy Banjo Kazooie or not."

Adam Fletcher, New Malden

■ No, Adam. You don't really need to have played Banjo Kazooie but, by playing Banjo Tooie, you'll open up new areas on Banjo Kazooie. That is, if you've got it! **Rich**

MARIO'S WINNER!

"A while back I heard about a Pokémon game you could play on a mobile. Well, what's happened to it? I think it'll beat Snake hands down. What's the score, NOM?"

Stuart Stracken, Peterhead

■ The game's still on the cards, and it's a version of Gold and Silver. It's going to be called Pokémon Crystal. **Dave**

■ It looks awesome! You'll need a Mobile Adapter to download information onto your phone. For more info, turn to page 95 **Rich**

"I think Tamsin is the prettiest girl who works on your magazine. And I reckon she's the best looking girl in the world. Plus, she's probably the most intelligent person who works there, too..."

Ashman Avergrit, Exeter

■ Okay, that's it. I'm terminating this letter right now. **Rich**

■ Ashman Avergrit? That sounds familiar. Look, Tamsin. No one's fooled. Just stop writing in, all right? **Dave**

Lookalikes

Has editor Dave got a second job that we here at NOM don't know about? Is he in fact style guru Wayne Hemingway, head of Red or Dead and part time presenter on The Big Breakfast?

Thanks to 14 year old Ben Crook from Brimingham who spotted the uncanny likeness whilst flicking through Front magazine. Were they separated at birth? Only you can decide...



Name: Wayne Hemingway
Profession: Style Guru



Name: Dave McComb
Profession: TV's Mr Pokémon

Answers

- Name the game**
- (1) Tet Gen
 - (2) Castlevania
 - (3) Top Gear Rally 2
 - (4) Rampage Boxing
- The Big Question**
- Who's Wood?
- Who the hell...?**
- (1) Daria
 - (2) Vespene
 - (3) Sonya
 - (4) Red-Eye
 - (5) Jono
- Answers**
- (1) ARTICHOKE
 - (2) DEWONGE
 - (3) CHAMANDER
 - (4) LITLING
 - (5) TENTACLER
- General Knowledge**
- (1) Gaulty Hunter Gendry
 - (2) Flying Dragon
 - (3) Super FX chip
 - (4) 1337
 - (5) Dix Adventure
 - (6) Aphimim
 - (7) Mission Impossible
 - (8) Tetris
 - (9) Lewis and Clark
 - (10) Blast Corp
- Check out some more prizes**
- Answers in Nintendo magazine, no. 98.

NINTENDO TOP 100

THE READER VOTE

You read about NOM's Nintendo Top 100 last issue, and now it's your chance to have a say. Get voting!

Time to vote

We had a massive response to our Nintendo Top 100 last issue, so we've decided to let the Nintendo nation grab a piece of the action.

Over the next few months we'll be taking YOUR votes for the Nintendo Top 100, and printing the

definitive list in a future issue of NOM.

Don't worry, though...we don't want you to vote for 100 Nintendo things! Instead, we only want you to fill in the entry form on this page.

So grab a pen and get writing. Your vote counts!

What to vote for

The NOM 100 is a little different to other charts because it doesn't just focus on games.

Instead, it covers ALL the coolest Nintendo stuff from the past and also looks forward to the future.

We want you to vote for your favourite 10 Nintendo things, and these will be used to compile the list. Here are a few suggestions of things you might like to vote for...

- NES, Super NES and N64 games
- Nintendo heroes
- Nintendo villains
- Issues of NOM
- Magical moments
- Multiplayer games
- Anything else that's both cool AND Nintendo related

Nintendo Top 100 Reader Vote

Please complete this form and send it to us at the usual address, which you'll find on page 3. You can copy this form onto a piece of blank paper if you like, or you can photocopy it. However, you MUST mark your envelope clearly with the words 'NINTENDO TOP 100 VOTE'.

Name

Address

■ My all time Nintendo Top 10 is...

1. 6.

2. 7.

3. 8.

4. 9.

5. 10.

■ There'll be a prize for anyone whose vote matches the final Top 10, so make sure your writing's clear and easy to read.





BLAG FEST

If you've mashed Majora's Mask and hammered your mates in WWF No Mercy, this is the place for you. Santa might be long gone, but the pressies keep on coming...

Sizzlin' scooters

Wanna look super cool whizzing around your neighbourhood on a trendy scooter? Thanks to OLOP Leisure we've got three two wheeled wonders to win...

Q Which one of these starred in their very own Supercross racer?

- A** Jeremy Beadle
- B** Jeremy McGrath
- C** Geri Halliwell



Tragedy!

Three readers are in for a treat thanks to Vivid Imaginations. We've got a complete set of Steps dolls and a South Park Fridge Guard to win...



Q Which one of these is a member of Steps?

- A B
- B A
- C H



Go, go, Power Rangers

The Lightspeed Rescue crew's here to save the world and, thanks to THQ, we've got five copies to give away!

Q Who is the boss in Power Rangers Lightspeed Rescue?

- A Diabólico
- B Eviloco
- C Nastyoco

Bag it up

1CO has done us proud with 10 smart bags that will make you the playground king of cool.



Q What do you kip in when you go camping?

- A Plastic bag
- B Sleeping bag
- C Dustbin bag



Bone crunching cards

Available now, these WWF Photocards are top and thanks to Kidz Biz we've got 10 packs to get your grubby mitts on...

Q What is the Rock's real name?

- A Dwayne Johnson
- B Dwight Yorke
- C David Beckham

How to win ▶

- 1 Write your answer on a postcard or the back of a sealed down envelope.
- 2 On one side, write the answer to the compo, your name, age and home address.
- 3 On the other side, mark it with the compo name and our address: Nintendo Official Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London, EC1V 7QP
- 4 Get a stamp, stick it on your entry and post it.



If Poké antics are what you're after, you've come to the right place. Poké Centre is home to all your Poké info.

Send all your Poké stuff to:
Pokémon Centre,
Nintendo Official Magazine,
Angel House, 338-346 Goswell
Road, London EC1V 7QP.

Nintendo
Official
Pokémon
Master

Poké interview

Wassup, Pokémaniacs! We've got another jam packed Pokémon Centre for you this month. First up we've got an interview with Gail Tilden and Norman Grossfelt, the brains behind Pokémon The Movie 2000. They're answering your questions, making the interview essential reading for all you Poké nuts. We've also got reports from the first two dates of the Pokémon Tour in Dublin and Belfast. So let's get on with the show...



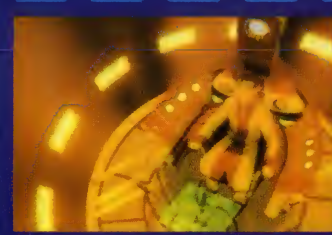
▲ Did our Rich manage to offend these two VIPs? Read on to find out...



▲ Lugia is a wicked looking beast, and central to the story.

Eye candy warning!

If it's stunning visuals you want, you'll find Pokémon the Movie 2000 a real treat for the eyes. So not only is there a spell binding story in which Ash and the gang struggle to restore peace, but there's also eye candy galore.



▲ This is Lawrence III, a nasty piece of work who's after the Legendary Birds.



▲ Zapdos puts in an electric performance as he battles it out to the death.



▲ The yellow peril is in the thick of the action as usual, giving as good as he gets.



▲ The battle sequence between the Legendary Birds is totally breathtaking.

In the know



Gail Tilden is the clever person responsible for bringing Pokémon to western gamers, and she's a world authority on Pokémon. She might even know more than editor Dave!

Norman Grossfeld is the producer and co writer of the English language version of Pokémon the Movie 2000, and he's the man who knows all about the TV series and films.

Q Do Game Freak and Nintendo plan to create even more species of Pokémon in the future?
Alex McConnell

A GAIL "Well, Pokémon Gold and Silver has just come out in the US and it introduces over 100 new Pokémon, so I think that's certainly a good indication that there are more critters to come. I think Game Freak fully expect to expand the Pokémon universe."



Q Do you think Nintendo will bring out a 3D RPG style adventure on Gamecube?
Peter Newson

A GAIL "I think we can be sure of seeing a 3D RPG adventure, and it will almost certainly be a Zelda game. But one based on the Pokémon family? I'm not so sure. The N64 Pokémon

games were in 3D, but I doubt whether Game Freak want to move Pokémon from the Game Boy to make the new console the main platform for the little critters. There might be integration between the two, but I don't think Game Freak will move the entire focus to the Gamecube."

Q Can you tell me, at what point in the cartoon series does the movie take place?
Nial McCruthers

A NORMAN "In the TV series, Brock leaves and Tracey joins the gang in their adventures. They then go off to the Orange Islands and it's at some point during that adventure that this movie takes place. The first movie is set around the time in the TV series where Team Rocket challenge Ash in Giovanni's gym."



Q When Pokémon Gold and Silver come out, will the original Pokémon be forgotten?
Craig Milsom

A GAIL "NO! Because in fact, Gold and Silver are actually an extension or expansion of Red, Blue and Yellow. In order to catch all 251 Pokémon, you have to trade some of your Red and Blue critters into Gold and Silver. And also, in the new game, the new world is called Johto. But when you are successful in completing that area you can get a boat back to Kanto, the original world from Red and Blue and go back and fight the original leaders again."



Q How different is the Japanese version of the movie to the one that we see in the UK?
Kate Marsden

A NORMAN "The visuals are exactly the same, but we chose not to do an exact translation of the script because the Japanese have a completely different storytelling style to us in the west."

We like to have more logic and for things to make sense. For example, in the Japanese version of the movie, if you watch closely you realise that you really don't need Lugia in the story. He doesn't add anything to the plot! He battles and loses, then just gives Ash a ride at the end of the movie. So we actually created that whole legend that you see in the western version of the film, so that the character makes sense for us."



Q How difficult is it to make the actors' speech fit the characters' mouth movements?
Beverly Carr

A NORMAN "That's a very difficult part and it's caused us quite a lot of headaches! Often, characters will say a one syllable Japanese word, but the English translation can be up to three sentences long! So we do a straight translation first, then we figure out what we want to do with the story. Then we work out what we would

like the characters to say line by line, and what they have to say, because of the flap (the mouth movements of the characters). It's a very time consuming business. We read every line ourselves four or five times. Then, after we're happy with that, we rewind the tape, play it and my co writer and I will read through all the different parts to make sure it fits. I must have seen the film hundreds of times."

Q Do either of you have a favourite Pokémon, and why?
James Kildare

A GAIL "My favourite Pokémon is Jigglypuff. I think it's great when people fall asleep and Jigglypuff writes on their faces. He's a really funny character."

NORMAN "I like Squirtle, because he's funky and tough, but kind hearted. And I like it that he leads the Squirtle gang. But I've learned some very disturbing news about Squirtle recently."

GAIL "Squirtle might be going to become a Wartortle!"

Q Do you think Ash and Misty are ever going to become boyfriend and girlfriend?
Andy Trimble

A GAIL "Well, Norman keeps trying to take the story in this direction, but he gets a lot of resistance from Japan!"

NORMAN "I guess that's something we've added to the movie, because, from a western perspective, we wonder why Misty's following Ash around all the time, for no reason! I reckon that she has a little bit of a crush on him. And more of their relationship may be revealed in our new Pokémon stage show."



▲ Slowking is an evolution of Slowbro. He's a bit more with it than his relative.



▲ These magical gems are just what the evil Lawrence III is after. Nice, eh?



▲ It wouldn't be Pokémon without Team Rocket. But here they're doing good!



▲ Misty and Ash, in a tree... will it happen? You'll have to wait and see...

Nintendo® Pokémon TOUR 2001



The wheels on the bus go...

After months of careful preparation, we finally packed our suitcases and headed to the Emerald Isle.

Once there we found Trainers of the highest calibre, displaying an awesome knowledge of all things Pokémon. Want to know what happened? Then read on, Poké fans...



National Basketball Arena, Dublin

The very first date of the Pokémon Tour 2001 found Rich struggling to find the form that made him a fearsome Trainer during last year's Easter Pokémon Tour.

His Mewtwo's Blizzard move was particularly ineffective, only managing to Freeze about four people all day, while he seemed to spend most of the time being frozen himself! Brrrrr...

Well, you can't be the best all the time, and we have to take our hats off to the Irish massive who fought like pros to win their Mews.



Dublin winners

These are some of the brilliant Trainers who humbled our Rich. Well done, guys!



▶ **Winner Super Trainer** Brian Bryne took everything in his stride, including his victory. What a cool dude he was!

▶ **Winner** Mark Gaynor, you are a fearsome master of Pokémon, or so it says here!



Dublin losers

Meet a selection of the people who felt the full force of Rich's wrath. Unlucky, Pokémaniacs. You were no match for the Bald Destroyer.



◀ **Loser** Gordon Brett was an excellent sport, despite his heavy defeat. Shame!



▲ **Loser** Not happy with losing, no sir! Gerard Foley's face says it all, and more!

◀ **Loser** James Coughan was a great laugh, and full of back chat. What a card!

▶ **Winner** Joseph Lennon sang 'Let it be', and we did. What a star!



Kings Hall, Belfast

After the hullabaloo of Dublin came the mayhem of Belfast. Rich was still licking his wounds after his less than glorious start to the current campaign, but determined to right the wrongs of Dublin!

And with that in mind the Bald Destroyer set about reasserting his Poké skills. This time around, his Mewtwo's Blizzard move worked an absolute treat and he was almost unstoppable, freezing plenty of Belfast's Trainers. The Mew download machine was much quieter than in Dublin!



Belfast winners

Come and have a go if you think you're hard enough! They came, and they were. Fair enough!



◀ **Winner** Joe Ward looks well chuffed, and why not. He's just beaten our Rich. Boo!

▼ **Winner** Anthony McGruk beat us soundly. Go, fella.



▼ **Winner** Tom Morgan was a man with a plan. We salute you!

Come on down!

All the remaining Tour dates take place between 11am and 3pm. Get there early as there's bound to be a queue. Remember, you can't use any Gold and Silver Pokémon in your squad!

Date	Venue	Address
Sat 13 Jan	Ipswich Corn Exchange	Kings Street, Ipswich
Sun 14 Jan	Novotel, Normandie Suite	1 West Quay Road, Southampton
Sat 20 Jan	Lee Valley Leisure Centre	Picketts Lock Lane, Edmonton, London
Sun 21 Jan	Crystal Palace National Sports Centre	Upper Norwood, London
Sat 27 Jan	The National Stadium	Hampden Park, Glasgow
Sun 28 Jan	Murrayfield Stadium	Edinburgh

PLEASE NOTE! You CANNOT use ANY Gold and Silver Pokémon on the Tour!

Belfast losers

We came, we saw and beat this lot. And boy, did we gloat! We love to win!

▶ **Loser** Garth Bell tried his best but Rich's Mewtwo was just too hot!

▼ **Loser** Shaun Carlin is well known from our last tour where he beat Dave.



▶ **Loser** Matthew Faulton came close to beating Rich, but not close enough.



Nintendo
OFFICIAL MAGAZINE

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Nintendo News

We promise to bring you the best info on N64 and all Nintendo News. We tell you the news before anyone else and all of our stories are guaranteed 100% correct by Nintendo.

NINTENDO⁶⁴

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GAME BOY COLOR

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Pokémon

Gold & S

Game Info

By: **Nintendo**
Type: **3D Battling**
Release: **To be confirmed**



- All 251 Pokémon
- Super sharp graphics
- New mini games

When you finally get your grubby mitts on Gold and Silver next April, you'll want to show off your best beasties to your mates. And where better than in the awesome Stadium sequel?

Pokémon Stadium Gold and Silver is similar to the N64 original, still using the Transfer Pak to swap creatures between your GB and N64. But it has some wicked extras to keep you battling.

The new My Room feature allows you to win special items and prizes in Trainer battles and decorate a virtual bedroom with ace Poké stuff.

There are loads of new mini games, too, many featuring brand new Pokémon from the Gold and Silver editions. Let's take a look...



▲ Down in the Stadium, the awesome looking Scizor sizes up his fearsome opponent, Feraligatr. Our money's on the clawed beast...





Stadium Silver



◀ Feraligatr isn't fooled by Scizor's claws, which are painted with scary eyes to make enemies think that there are more than one of it in battle.

Meet new monsters

Pokémon Stadium Gold and Silver features all 100 new Pokémon from the forthcoming Game Boy sequels.

As not many of the Gold and Silver creatures have appeared in the cartoons and movies so far, it's an ideal way to see how the creatures would move and battle in real life.

The graphics for the original 151 beasts have also been slightly tweaked, so they all look much more crisp and colourful.



▲ You'll be able to command Mantine in the Stadium sequel, and use his magical Water attacks to win the day.



▲ Smoochum is one of the cutest creatures from Gold and Silver, and she looks super sweet in Stadium. Ahhh!



▲ Sentret is common in the early stages of Pokémon Silver, and he looks dead cool when downloaded onto your N64. We wonder if this cautious critter will make a good fighter.

New mini games

The mini games are one of the best features in the original Stadium game, and there are loads more in the sequel.

You can try these challenges if you want to win prizes and train your Pokémon, or simply to take a break from Stadium hostilities.



▲ This game is much like Run, Rattata, Run in the original Stadium, but this time you also have to avoid Digletts who pop up.



▲ This is a racing game, where you have to control burly Donphans as they burn around a circular track.



◀ We hope that Iggybuff can stop bouncing in Stadium.



▲ Apparently, this is some sort of bizarre counting game. But we're not quite sure how it works...

◀ In this cool game, Hitmontops spin on their heads and you have to try to use them to bash your opponents out of the arena.



We think...

The original Pokémon Stadium is still one of the best N64 games, and the sequel looks loads better. We can't wait to see the new critters doing the business in 3D.

THE NEW WAY TO CATCH 'EM ALL

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Rugrats in Paris



Game Info
 By: THQ
 Type: Platform
 Release: April

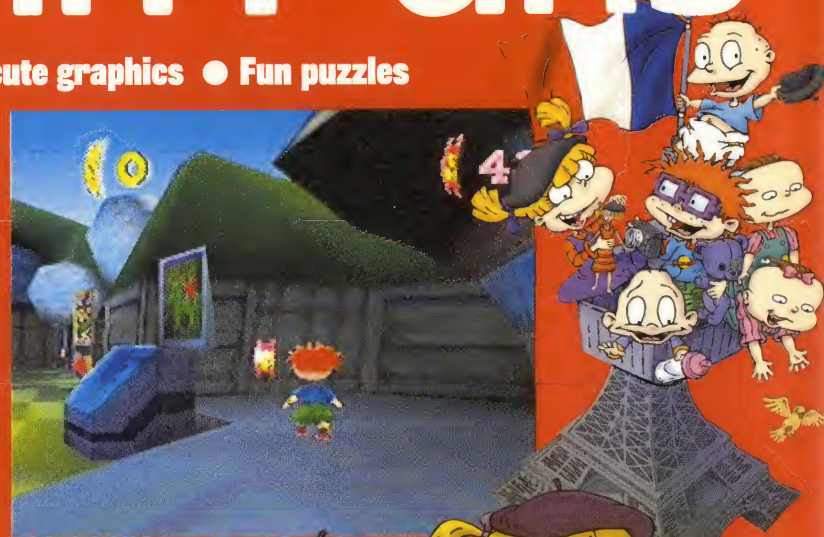
- Tommy and Chuckie are back!
- Super cute graphics
- Fun puzzles

Everyone's favourite cute and cuddly ankle bitters are coming to Europe later this year in a red hot new adventure for all you younger Nintendoids out there.

Based on the gang's forthcoming flick, Rugrats in Paris follows the antics of the nappy wearing tiddlers as they travel to Euro Reptarland, a mad funfair featuring tons of ace sideshows.

In a similar way to the Mario Party series, your job is to win mini games to collect parts and stop the low down and dirty Robosnail.

With loads of funfair worlds to explore, and the chance to play as all your faves including new recruit Kimi, fans of the cartoon will love it.



▲ There are hundreds of red tickets dotted around Euro Reptarland. Collect all that you find and win games to get more.

◀ Once you've collected enough tickets, pop into the Prize Centre and snap up some goodies to help defeat nasty old Robosnail. Good work, fella!



All the fun of the fair

Forget Alton Towers and Thorpe Park, Euro Reptarland is where the fun is at in Rugrats in Paris.

Once you've selected your fave character, it's down to the sideshows to

battle it out and win loads of red and gold tickets.

Reptar Bumper cars, Chuckie Chan obstacle course, baseball throwing and a Reptar Robosnail battle are just some of the cool games on offer.



▲ Go on, Chuckie! Aim for the different toy targets and hit the middle to win a nappy full of tickets.



▲ Use your golfing skills on the madcap crazy golf course to knock in as many holes in one as you can.



▲ There are no rules on the Reptar Bumper cars circuit. Just roar around, grabbing the balloons as you go.

Meet the team

Saturday morning telly wouldn't be the same without a dose of the hilarious Rugrats gang.

We've all come to love the cartoon adventures of Tommy, Chuckie and Phil and Lil, and this game gives you the chance to play them all.

You'll even get the chance to pick a new girl, Kimi, who lives in Paris and is scared of nothing, not even the evil Angelica!



▲ Rugrats in Paris stars a new member of the gang, Kimi. She lives in Paris and you can play her in the game, too.



▲ The whole gang is here for you to choose, including nasty old Angelica. All together now... boo!



▲ Kimi lives in Paris and she's knows every nook and cranny of Euro Reptarland.



▲ The theme park is split into five areas and you'll need to explore them all if you wanna stop Robosnail.

We think...

If you love the Mario Party games, this will be just the ticket. We'll have to wait and see if this has lastability for older gamers, but Rugrats nuts will go mental.

Scooby Doo Classic Creep Capers

● Control Shaggy ● Eat Scooby Snacks

Game Info

By: THQ
Type: 3D Mystery Adventure
Release: Spring



Zoiks! Don't get scared, now. Scooby Doo and the ghost huntin' gang are creeping onto your N64.

The Mystery Machine team has been called in to solve three strange goings on and you must control Shaggy with trusty pooch Scooby at your side.

Watch out though, as every time one of the duo gets scared you'll lose courage and only Scooby Snacks restore health.



▲ The Mystery Machine is there, but the gang is nowhere to be found. Strange!



▲ Shaggy and Scooby need to search everywhere to solve each mystery.



◀ Every time one of the gang wets their pants, the courage meter tumbles, so stay out of trouble.

▶ From time to time you'll meet the rest of the gang including Velma, Fred and Daphne. Better listen to their clues...



▲ Run, Scoob! The scary ice monster is after the deadly duo, so head for the trees quickly!



We think...

It's looking a little easy and the game's fiddly camera angles can get annoying. But if these problems are tweaked we could have a monster hit on our hands.



Mario Party 3



● Hilarious mini games ● Nintendo heroes 'n' villains

Game Info

By: **Nintendo**
 Type: **Party game**
 Release: **To be confirmed**

You can forget Twister and it's to hell with Monopoly. Mario Party 3's the only party game you'll need next year!

Mario Party 3 builds on the successful Nintendo board game formula, with heaps of new extras to keep you rolling those dice.

There are 70 brand new mini games to try as you speed around the ten cool boards, and the backgrounds are now animated to make the game feel even more lively and fun.

The addition of the Dual Map mode lets you to play the game in teams of two, allowing you to gang up on other players.

▼ It looks like poor Mario and Yoshi are getting chased along the board by a massive boulder. They'll be squashed flat if they don't get a move on. Hurry up, guys!



▲ At the beginning of the game, a massive, magical star crashes outside Princess Peach's castle. Oh no!



▲ When the star crashes outside Peach's castle, the whole gang crowd round to see what's happening.

▼ Who let the Goomba out? These creepy guys have been menacing Mario since he first became a gaming star.



▲ Doesn't it feel good to be back inside Peach's castle? It's just like coming home, isn't it? This staircase is your gateway to Mario style fun and frolics.



We think...

We can't wait to try our hand at the 70 new mini games. There'll be blistered thumbs in NOM Towers when this baby arrives!

Aidyn Chronicles, The First Mage

When you finish *Majora's Mask*, where are you going to find more RPG thrills...? In *Aidyn Chronicles*!!

Aidyn Chronicles is a huge RPG adventure, packed with super cool features. For a start, there are 13 playable characters, and you can team up with three other gamers for four player, party based adventuring.

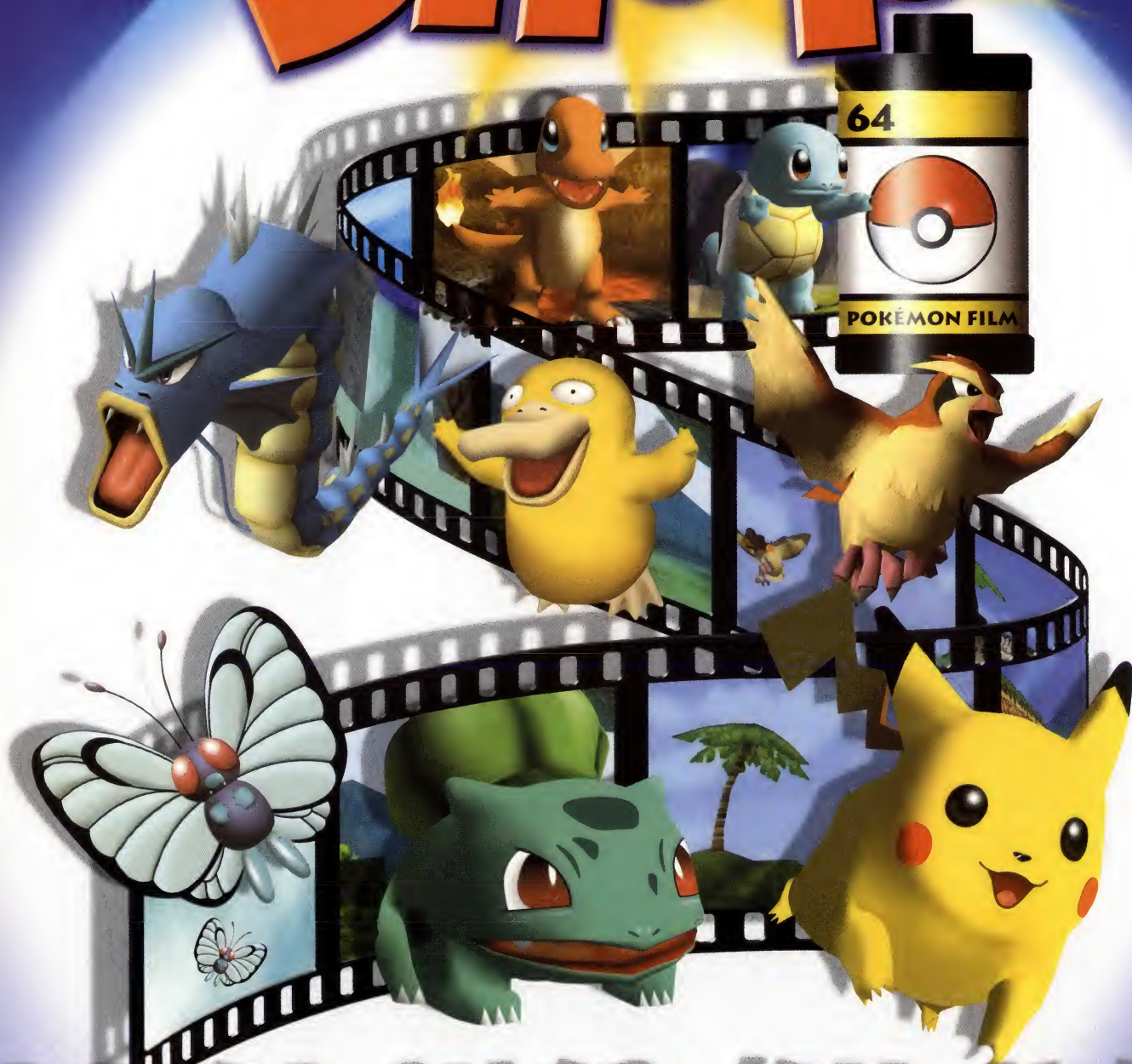
There's a massive world to explore in any order you like, and the time changes from night to day, affecting how certain characters and enemies react.



▲ You'll have to travel across the sea in this fantastic craft if you want to complete this massive quest.

◀ The worlds in *Aidyn* are absolutely massive, and they look dead crisp as they're Expansion Pak enhanced.

POKÉMON Snap



GOTTA SNAP 'EM ALL!



NINTENDO⁶⁴
FEEL EVERYTHING

Star Wars Episode 1

Battle for Naboo



● Loads of Star Wars ships ● Ace battles to fight ● Feel the Force

Game Info

By: **LucasArts**
 Type: **3D Blaster**
 Release: **To be confirmed**

▶ You'll perform stunts, like skimming the surface of the sea in a Starfighter.
 ▼ The graphics look better than Rogue Squadron. Check out that explosion!



The evil Trade Federation has invaded the peaceful planet of Naboo and the Neimoidans are taking people hostage. Fancy joining the resistance and saving the day...? We thought you might!

Battle for Naboo is based on the same winning formula as Rogue Squadron, offering players the chance to control a wide range of Star Wars battle vehicles in massive space fights.

Battle Droids, Droid Starfighters, Battle Tanks and other Trade Federation enemies must be blasted to beat the game, across sixteen levels including the city streets of Theed and snowy mountain ranges.

Your character in the game is called Lieutenant Gavyn Sykes, a young Naboo soldier who's dedicated to the defence of his home planet.

▼ There are many ground to ground battles to fight, where you're stuck in the middle of a massive war.



▲ There are loads of different Star Wars environments to battle in, including the swamps of Naboo.
 ▼ Use the blue rings to take aim, and open fire on the Trade Federation. Blast 'em into smithereens!



Vicious vehicles

In *Battle for Naboo* you'll have to master loads of Star Wars vehicles, each of which has its own strengths and weaknesses.

Vehicles include the fast and agile N-1 Starfighter, the heavily armoured battle STAP, a

stolen Trade Federation Gunboat and the powerful Gian Speeder.

These vehicles are used in a variety of combat situations, including air to air, air to ground and ground to ground. Let's take a look...



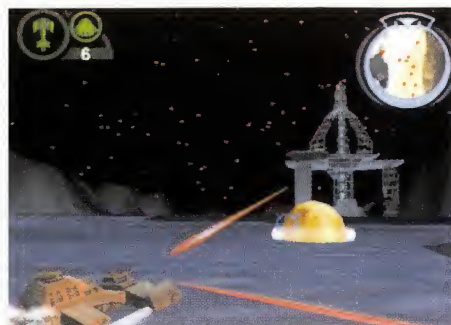
▲ The N-1 Starfighter is great in battles 'cos it can turn quickly and weave through hostile craft.



▲ This variation on the STAP craft used by the Trade Federation is tougher than the normal ones.



▲ This will even let you to take your battles to the sea, and skim across the water with guns blazing.



▲ Are you brave enough to try to take this fortress?

We think...

Rogue Squadron was one tough game to crack, and Battle for Naboo looks just as hard. If it manages to capture the spirit of Star Wars, this'll be a winner.

Pokémon Crystal

GAME BOY
COLOR
UPDATE

Game Info

By: **Nintendo**
Type: **RPG adventure**
Release: **TBC**

● Ace Pokémon fun ● New faces

Get set for a revolutionary new Pokémon adventure, as the little creatures come alive on your mobile phone.

Pokémon Crystal is a special edition version of Gold and Silver that uses the Mobile Adapter to transfer Pokémon and download data.

Starring a new evil character called Minaki, a radio station called Hello Aoi and even better battle animations, this is looking the biz.

The game even features a female Trainer, so all you lasses out there can use a different backpack and gear. How's about that, then?

▶ The opening moments are absolutely fantastic. Ah, just look at little Pichu and Wooper.
▼ With much better battle animations, Pokémon Crystal will drive all you rock hard Trainers wild.



▲ All the new monsters from Gold and Silver are in Pokémon Crystal, including little Hoppip.



▲ You'll have to travel far and wide to find them, and trade with others via the GB Mobile Adapter.



We think...

This is a great idea. With new additions and the chances to trade creatures with other Pokémaniacs, this is truly mind blowing.

Game Boy News

● More news on GBA racer

After last month's first look of All Japan Racing Championship, we've managed to get our sticky paws on more info for this smart looking racer. You'll be able to customise your car to suit your taste and it is shaping up to be a launch title, too. We can't wait!

● Some spine chilling moments ahead for Advance

Our spies in the Far East have uncovered some juicy gossip regarding one of Konami's GB Advance launch titles. The creepy adventure, Silent Hill, will use the Game Boy Mobile Adapter, enabling you to download new levels using a Nintendo server through your mobile phone. Wicked, or what!

● Whip crack away with Dr Jones

Everyone's favourite archaeologist is coming to your Game Boy Color later on this year. Indiana Jones and the Infernal Machine will give you the chance to use four weapons, including a machine gun and revolver, as you fight your way across 19 levels to stop Soviet Volodnikov opening a parallel world.

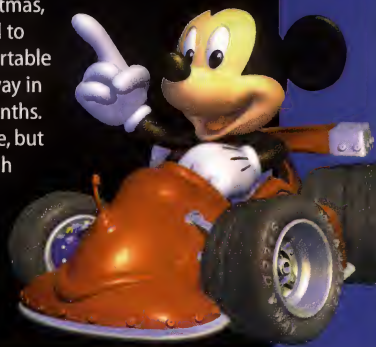


● Play some funky music!

Fancy cutting some wicked tunes on your Game Boy Color? Well, listen up! This summer, Music is coming to your mini machine and you'll be able to mix some top ditties using pre recorded instruments and voices. You'll then be able to save 'em and listen to your creations again and again.

● Rare line up another Mickey racer

If you've played the fab Mickey's Speedway USA to death over Christmas, you'll be pleased to hear there's a portable version on the way in the next few months. Details are scarce, but expect some high speed battles with loads of Disney dudes as you fight it out from coast to coast.



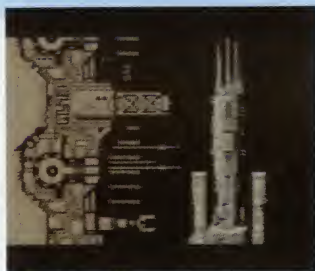
Aliens Thanatos Encounter

Forget ghosts, ghoulies and other beasts that go bump in the night, 'cos something really scary is creeping up on your GB Color.

Out in deepest space, a group of marines is travelling back to Earth when they decide to investigate a distress signal on board the Thanatos.

What they don't know is that aliens are on the prowl and you must blast them to pieces using grenade launchers, rifles and flame throwers.

You'll have to fight Face Huggers, Chest Bursters, Drones and Soldiers as you battle across 12 levels in this awesome looking sci fi quest.



▲ Giant beasts roam the corridors of the Thanatos, so pop 'em off with a metal slug. Say goodbye, evil dudes!

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Mario Party

You'll see...

- Fab new stars
- Every mini game
- Ace boards

3

Updated

Indiana Jones

More whip crackin' shots

Aidyn Chronicles

Wicked N64 RPG action

Reviewed

Scooby Doo

Join Shaggy and the crew

Rugrats in Paris

The nappy gang are back!

Plus! Game Guides Best Cheats

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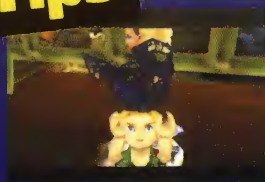
Pokémon Stadium

Gold and Silver

You're gonna see...

- Gold & Silver critters in action
- Wicked 3D battles
- Ace mini games
- Amazing graphics

Tips



Majora's Mask
RPG guide part 2



WWF No Mercy
Turnbuckle tips



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Hear that? That's the sound of a thousand Nintendoids straining their brains to answer these tough questions!

MASTERMIND

General knowledge

Round 1

Try and answer all these correctly...

- (1) How many cards were there in the packs of Hanafuda cards Nintendo sold in the late 1800s?
- (2) Which bounty hunter menaced Dash Rendar in the Ord Mantell Junkyard level in *Shadows of the Empire*?
- (3) Which Kirby racing game was unveiled, but never released?
- (4) Name the forthcoming Game Boy adventure where you have to roll Kirby by tilting your GB.
- (5) Name the four riders in *Wave Race 64*.
- (6) Which four Killer Instinct fighters didn't make it into *Killer Instinct Gold* on the N64?
- (7) This blue Japanese cat starred in one of the first N64 releases in the Far East.
- (8) In which game was Mario the villain?
- (9) What do Japanese gamers call Toad?
- (10) Can you tell us what creature Chansey evolves into in *Pokémon Gold and Silver*?



Anagram antics

Round 2

As if the Pokémon names weren't weird enough, we've mixed 'em up for your amusement.

- (1) A CRADLE TOY
- (2) SUPERB TOLL
- (3) WHOLE GRIT
- (4) ARID GROAN
- (5) AVON ROPE



Who the hell...?

Round 3

Can you remember where these guys appear?



Name the game

Round 4

If you manage to name all these games, you're a real Nintendo expert!



▲ It's a bad joke, but who's our flat mate?



▲ Still no release for this strategy game.



▲ It's a Turok title, but which one?



▲ Looked cool, but didn't play very well.

The Big Question

Thanks to www.consoletrader.com we've got three copies of *Majora's Mask* to win. Mark your entry Mastermind (February) and send it to the usual address.

"Where do Team Rocket get their names from?"





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